



## 2<sup>nd</sup> Annual Beach Front Management T20

### BFM T20 (2019) - Rules

*HRCO will collect dues (\$325) prior to the first game of each team and provide game balls at the same time.*

*Dues must be paid in full for the team to be considered qualified for the tournament.*

*Online payment can be made thru PayPal ([paypal.hrco@gmail.com](mailto:paypal.hrco@gmail.com)).*

*Other than the rules mentioned in this document, regular ICC cricket rules will apply.*

- **Format**

Eleven players per team, one innings per side, and each innings will be limited to a maximum of 20 overs. Each team will play six games during the league stage (once against each team). Top 4 teams will advance to next stage of the Tournament.

- **Scheduled hours of play**

	Start Time
1 <sup>st</sup> Game	9:30 am
2 <sup>nd</sup> Game	2:00 pm

- **Pitch**

TCG: Games will be played on one side of the pitch (batting from practice cage side)

- **Ball**

White cricket balls will be provided by HRCO

- **Umpiring**

Each team will be responsible for umpiring as listed in the schedule.



- Wide ball
  1. Too far out on the off side and anything on the leg side, as ***decided by the umpire***
  2. Any ***non-full toss over head*** of the batsman is a wide ball
  3. A call of ***No ball shall over-ride the call of Wide ball*** at any time.
  
- No ball
  1. ***One short-pitched ball*** (above the shoulder but not above the head) is allowed per over. The next such ball in the same over will be a NO BALL.
  2. Any full toss ball ***above the waist height*** of the batsman will be a NO BALL
  3. If bowler's back foot (not front foot) touches or crosses the side crease (***return crease, shall be considered to be unlimited in length behind the popping crease***), it will be a NO BALL
  4. Any ***“over stepping the popping crease”*** will be a NO BALL
  5. Any ball ***pitching outside the pitch*** before reaching the batting side wicket will be a NO BALL
  6. If ***bowler breaks non-striker end stumps with any part of his body during delivery stride***, NO BALL will be called
  7. Ball ***bounces more than once or rolls along the ground*** before it reaches the popping crease, will be a NO BALL
  8. Umpire must call NO BALL, in case bowler delivers with an ***illegal action (chucking)***, solely based on on-field umpires' judgement. ***Bowler will be ejected*** from bowling for rest of the match after bowling a second delivery with illegal action on the same match; in addition, bowler's ***team will automatically lose toss*** for the next match. If the bowler is ejected from bowling, due to delivering a second ball with illegal action (thus called no ball by umpire), the resulting ***follow on free hit shall be delivered by the replacement bowler***.
  9. A call of ***No ball shall over-ride the call of Wide ball*** at any time.
  
- Free Hit
  1. There will be a free hit for ***any kind of NO-Ball***
  2. Fielders ***cannot change*** their ***field positions*** for a Free-Hit, if the ***same batsman*** who faced the NO Ball is also facing the Free-Hit. However, fielders ***can change*** their positions for a ***different batsman*** on strike for the Free-Hit



- **Power play**  
First *six overs* minimum *9 players* (including bowler and wicket keeper) must be *inside the inner circle*
  
- **Maximum number of overs per bowler**  
Bowler can bowl a maximum of *4 overs*
  
- **Match result**
  1. Team batting second must have faced at least *12 overs to constitute a match*. Otherwise match will be considered *“washed out”*. If the match was interrupted and called off due to inclement weather after team batting second has played a minimum of 12 overs, then the team with *higher run rate* will be considered winner. Run rate of the team batting second at the time game was called off will be compared against the run rate of the team batting first. If side batting first were all out in less than 20 overs (12 overs, 15 overs or 18 overs in case of delayed start mentioned in “Para 8” of the section “Game Start Time and Penalties”), their run rate will be calculated on the basis of full quota of overs and not the number of overs they were dismissed.
  2. If a team abandons the match in progress, which umpires does not agree match is completed, they agree that the match be awarded to the opposition as a Forfeit. Criteria under “Para 4” of this section applies.
  3. In case of a completed match resulting in a *tie, super over will be played*.
  4. If a team *forfeits* the game then the other team wins with *full points (2 points)* but the NRR will not change. Forfeiting team will be charged \$100 fine by HRCO and the payment will be due within 7 days.
  5. **Scoring must be done digitally using Cricclubs live scoring option.**
  6. *Winning team is responsible to ensure that scorecard is updated correctly on the website no later than following Thursday*. Failure to do so will result in a ***1 point penalty***  
**NOTE:** Only Captain and Vice-Captain have access to manage their teams and update scorecard on the website.  
**NOTE:** The scorecard on the website must list out the playing 11. A player who didn't bat or bowl must be captured in the website as “DNB”. Unless the player name is listed on the website game scorecard, he will not be considered as played that game, and this will affect the player eligibility criteria mentioned in “Player Eligibility” section.
  
- **Points**
  1. Winning team will get *2 points*
  2. Losing team: *0 point*



- Player eligibility
  1. Player can't play for more than one team during the tournament
  2. Player must have played a minimum of **one regular game** to play any play-off games
  
- Game start time and penalties
  1. The games will start at 9:30 am & 2:00 pm
  2. Umpires and both teams must be on ground at start time to avoid penalties
  3. Team needs at least **seven (7) players to start the game**
  4. The team responsible for late start will face a **penalty of 1 over for every 4 minutes**. After **30 minutes**, "no show" team will lose the match as a **"forfeit"** and the opposite team will be awarded "2 points" if the opposite team is present to start the game
  5. If **umpires** are not present at start time, their team will automatically **lose toss** for their next game
  6. If **umpires** do not show up until **30 minutes** after the start time:
    - a. #5 will be implemented
    - b. **one (1) point** penalty to their team
    - c. **two (2) overs** penalty for their next game
  7. If **umpires** do not show up at all:
    - a. #6 will be implemented
    - b. **Additional one (1) point** penalty to their team
    - c. **\$100** fine will apply
  8. Umpires are not allowed to be swapped during the game. **Umpire that starts the game off is required to umpire the entire game**. \$100 fine will be charged for each umpiring swap.
  9. Teams must start game with their **own umpires**, in case umpires don't show up on time
  10. If the game is delayed for the natural causes related to weather:
    - a. If the game is delayed by **20 mins**, total overs will be **reduced to 18**. (4 overs max for 3 bowlers)
    - b. If the game is delayed by **40 mins**, total overs will be **reduced to 15**. (3 overs max per bowler)
    - c. If the game is delayed by **60 mins**, total overs will be **reduced to 12**. (3 overs max for only 2 bowlers)
    - d. If the game is delayed by more than **60 mins**, it will be considered as **"washed out"**. However, both the teams and umpires have to be on the ground to decide it. If a team does not show up thinking that the game will be washed out, they will lose points; game will be considered a Forfeit. (It may be raining in Virginia Beach or Newport News or anywhere else but may not be at the temple!!)



- **Playing 11 and Substitute**

1. It is the umpires' as well as both team captains' responsibility to get the playing eleven from other team before toss is done.
2. Once the playing eleven is submitted, it can't be changed for that game.
3. Team bowling first can start the game with substitute players (SUB, here after) if players from playing eleven (P11 PLAYER, here after) are not there yet. However, the following conditions will be applied:
  - a. If P11 PLAYER shows up during first six (6) overs:  
P11 PLAYER can replace SUB without any issue.
  - b. If P11 PLAYER doesn't show up before seventh (7th) over starts:
    - Option 1:** SUB can continue fielding for rest of the innings as SUB. He can NOT be "converted" into P11PLAYER. Also, if P11 PLAYER shows up later on, he will not be allowed to be a part of the game, not even as SUB.
    - Option 2:** SUB can be off the field (i. e. playing with one player short) from beginning of the seventh over. Now, P11 PLAYER can come anytime during the game (even after first innings is completed) and join his team as P11 PLAYER.
4. Substitute player may not bowl, bat, or act as captain
5. Player being substituted is required to spend a period back on the field at least equal to the number of overs that he was absent before resuming bowling
6. Player being substituted is required to field/restricted from batting if second innings commence/combination of both, for at least equal number of overs that he was absent, or until the 3rd wicket is down, whichever comes first, before the player can bat.
7. **Runner for a batsman is not allowed**

- **Play offs**

1. **Top 4 teams** (with most points) on the Points Table will advance to the **Semifinal**
2. **Teams ranked 1 to 4** will play "**Semifinal**" as follows:
  - a. **SF#1: #1 Team vs #4 Team**
  - b. **SF#2: #2Team vs #3 Team**
3. If the points are same then NRR will be used as a tie breaker. If both teams have same NRR, then head to head result in the group stage will be considered. If head to head was washed out or resulted in a tie, then team that lost least total number of wickets in the tournament group stage will be ranked higher.
4. Super over will be played, in case of a tie in play offs



- Super Over

1. Team batting second in the match will **bat first** in super over
2. One over to bowl and **only 3 batsmen** allowed (i.e. 2 wickets)
3. Each team will give the match officials their bowler and 3 batsmen names before the start of super over.
4. The bowler of the super over **is allowed** to bat in the super over.
5. In the event teams tie in the Super Over:
  - a. the team that has scored most boundaries (fours and sixes) in the match (main match + super over) will be considered winner.
  - b. if the above is still a tie, the team that has scored most boundaries (fours and sixes) in the match (main match only) will be considered winner.
  - c. 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 unbowled 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.
    - i. 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 first and second super over tie breakers (steps a & b above) also ends up in a tie, then the third tie-breaker can be applied as follows:

RUNS SCORED FROM	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	2	2
Ball 4	6	4
Ball 3	4	6
Ball 2	1	W
Ball 1	1	2

- ii. 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**.



- **Miscellaneous**
  1. In case of incidents that occur during the game that is not mentioned in this document, on-field umpires of that particular game have authorization to enforce the rule for that GAME ONLY.
  2. 5 runs will be awarded to batting side, in case of ball touching personal gear/drink bottles. Fielding side is responsible for keeping the ground debris free.
  3. Schedule is subject to change, depending on MACC games and ground availability.
- **Rescheduling of games**

No rescheduling allowed during group stage. In case of wash outs points will be split.
- ***Alcohol Consumption is prohibited***

Consumption of alcoholic beverages is strictly prohibited within Temple premises.  
***Violators may be prosecuted.***

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**NOTE:**

The captains are responsible to make sure that umpire's decision is respected and no foul behavior is displayed by any player towards umpires or other players.

**Also, please keep the ground clean. Both teams playing the last game of the day are responsible to empty the trash cans.**

**TCG: Dumpsters are located by kids park.**

Thank you.

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