



Division 3 Day 20-20 Tournament Rules

Tournament Format

- The tournament will be played on weekends, primarily at Washington Park Cricket Fields. Based on field availability and at the discretion of the league officials, the tournament might be scheduled at other MwCC grounds
- The tournament will have 4 teams (more teams could be added by Management). Each team will play 6 games in the round robin basis.
- The top 2 teams will play the finals. Top 2 positions will be determined based on points and NRR.
- Games shall be played on a maximum of 20 overs a side basis.
- No games shall be played for less than 5 overs, in case of reduction of overs.
- A minimum of 5 overs needs to be played by each team to be counted as an official game.
- In case a game has not been played or less than 5 overs have not been bowled by either team, the 2 points shall be split between the teams.

Game Officials

- One neutral umpire will be provided for each group match. In the finals two neutral umpires will be provided.
- Umpire decision shall be final and no player, team manager or fans can enter the field without the consent of umpire, be it for discussion/argument/otherwise.
- Judiciary Committee as announced by the Management Team will be the Final Authority for Conflict Resolution during the Tournament.

Teams

- Up to 25 players per team roster. A player must play a minimum of 1 game during the round robin games to qualify to play in finals/ playoffs
- The captain shall declare a list of 11 members for each match to the umpires prior to the toss.

Match Time

- Toss is to be conducted exactly 15 minutes before the match start time.
- Player(s) (bowling side) arriving late must wait the number of overs missed in order to bowl. For example, a player who arrives 2 overs late, must wait for the completion of 2 overs to bowl his first over.
- Player(s) (bowling side) arriving after the 10th over can no longer bowl and can only bat after the fall of the 5th wicket.

Uniforms

- The tournament shall be played in colored jerseys. Exact matching uniforms are not required for Division 3 Day 20-20
- **Colored batting & keeping pads is mandatory.**

Balls & Overs

- The tournament organizers shall provide the official white balls for the tournament.
- Replacement of balls during the match shall be the full discretion of the 2 umpires.
- Each of the bowlers can bowl a maximum of only one-fifth of the total overs i.e. 4 overs in a total of 20 overs. Any reduction of overs shall result in reduction of maximum number of overs that each one can bowl. For example, if the match is reduced to a 16 over game – 1 bowler can bowl 4 and the rest can bowl a maximum of 3 overs and so on.

No Balls/Bouncers/Full-pitched Deliveries/Free Hit

- Each bowler shall be allowed to bowl only 1 legitimate bouncer per over. Subsequent bouncer in the over shall be declared a No Ball and the bowler given an INITIAL warning. If the bowler bowls another bouncer in the same over or in another over following one legitimate bouncer, the ball shall be declared a No Ball and a FINAL warning will be given. The bowler will be removed from the attack if he bowl yet another bouncer in his spell, which shall be declared a No Ball. Any ball that is a bouncer and sailing over the head thereby not offering the batsman a fair chance of offering a shot shall be declared a WIDE. This will be counted as 1 legitimate bouncer too.

- Any full-pitched delivery over the waist (fast paced or slow paced) will be declared a NO BALL - the first occurrence will elicit a WARNING, second occurrence during the bowler's spell will elicit a FINAL WARNING and a repeat occurrence during the bowler's spell will PREVENT HIM FROM BOWLING FOR THE REST OF THE MATCH.
- Any bowling, with intent to injure the batsmen (whether injured or not) shall be taken very seriously and subject to strict action by umpires. A warning will be given to such deliveries and another occurrence in the same over will cause the umpire to pull the bowler out of the bowling attack for the rest of the game.
- If a bowler delivers a No Ball (both Front foot and Back Foot No ball), in addition to penalty runs and an extra ball, the batting team shall be awarded a 'Free Hit'.
- Umpires will strictly adhere in preventing bowlers – bowling with explicit suspect action. Main or Leg Umpire can call a No Ball for Suspect Action

Result

- Points system
 - Winning team: 4 points
 - Losing team: 0 points
 - Tie / Rain out (without D/L): 2 point each
 - Forfeit/Walkover***: (-) 2 point
*** Please see clause on Match Fixing / Fair Play
- Tie Breaker for Groups leaders and for the SF ranking – In case of teams tied in the points table the tie breaker rule is;
 - The team with the maximum NRR. If it is still tied, then
 - The team with the maximum wins over teams in the same group. If it is still tied, then
 - It will be based on the NRR from the above games, If still tied, then
 - The results based on the head to head matches played between the teams tied. If still tied, then
 - It will be based on the NRR from the above games in the same group
 - In case of Walk Over, the team giving the Walk Over will be removed from final NRR consideration for all teams in the group.
- TIE Match in Playoffs/ Finals;
 - The outcome of the match will be based using a 'SUPER OVER'.
 - Each team shall pick a bowler to bowl the Super Over for their team and they will choose 3 batsmen each to bat for them. The team that scores more in the Super Over is declared the winner.
 - In case of a Tie after a Super Over is bowled, the same process of a Super Over will continue for up to a maximum of 2 Super Overs. In case of any further subsequent ties in the scores after the 2 Super Overs, in the following order, after which the match will be declared a TIE and the points split.
 - On the basis of the team that scored more 6's during the regular match.
 - On the basis of the team that scored more 4's during the regular match will be another Super Over till a result occurs.
- To calculate a team's net run rate, the average runs per over scored by that team is deducted from the average runs per over scored against it.
- Rain affected games - In case of a rain affected match the result will be declared using DL Method.
 - The DL method shall be used only for declaration of results and not for reduction of overs
 - The DL method shall be applicable only if the first innings of the match has been completed as planned and the minimum of 5 overs of the second innings has been bowled but the game could not be completed after the rain interruption.
 - All team captains will be provided with a DL table and an illustration showing how it works. Midwest app will provide official D/L Calculator and their calculation will be considered Final

Time / Drinks / Interval between innings

- All the teams are expected to strictly adhere to the match start timings.
- Teams not reporting on time for the toss shall automatically lose the toss to the other team should the other be present and ready to start play on time.
- Teams must have a minimum of 7 present at the ground to be considered ready for toss.
- If both teams do not have a minimum of 7 present at the time of toss, then the umpires will conduct the toss at normal scheduled time.
- Teams that are not ready to start the game at the stipulated times stated above, shall be docked 1 over for every 5 minutes lost up to a maximum of 6 overs, beyond which the game shall be awarded to the team that is present and ready to start play.
- In order to get through the game, it is crucial that the umpires exercise strict control on the over rate and pull up either team from resorting to time wasting tactics.

- The captains of both teams shall be responsible to confer and concur with the umpire and scorer about the game start time and end time and if necessary sync their watches with the umpire's. Umpires time shall be final
- The fielding team has to start bowling its 20th over within 90 minutes. Partial over completed after 90-minute mark is to be ignored. If a team fails to do so within the stipulated time, an additional 5 runs (Bonus Time runs) PER WHOLE OVER bowled after the 90th minute mark. These Bonus Time runs shall be in addition to the runs scored normally in those overs. In case the umpire believes that the batting team is wasting time, he may add more time to the fielding side. Penalty runs may apply to the batting side.
- Injuries in the field that consumes in excess of 10 minutes should be taken outside the play area and necessary substitutions made for the game to continue.
- If BOTH the umpires believe and concur that the batting team is wasting time, they can award a five-run penalty to the fielding team at their discretion.
- There shall be no designated drinks break unless the weather is oppressive. Drinks can be had at the boundary line. Drinks can be taken inside the field at the fall of a wicket or other hold ups. This should not however delay the game any further. Only team members in the roster can take drinks into the field.
- In a normal T20 game, the interval between innings is 10 minutes. However, in a reduced-overs match, it will be cut to 5 minutes. At the end of interval time the PLAY shall commence.

Field Restrictions

- There shall be the full range of power play. In a normal game of 20 overs, the first 6 overs shall have Power Play – There can be no more than 2 players outside the 30-yard circle.
- After the completion of 6 overs, there can be a maximum of 5 fielders outside of the 30 yard circle.
- Both power play rules apply even if the fielding team has less than 11 but has the minimum of 7.

Discipline

All captains shall be responsible for the impeccable behavior of its entire team. Any dissent, inappropriate behavior including abusive language (irrespective of language), intent to injure (whether resulting in an injury or not), taunting etc., will be very strictly dealt with and may result in severe penalties, ejection and suspension too. Continued misbehavior may even result in suspension of the team. Umpire may (IF NEEDED) call on the captains of both teams to resolve any disputable matters. Under no circumstances shall any player, manager, officer or any other person in any capacity, of either teams enter the field of play from outside in case, in an effort to argue, resolve or fight over any matter, unless the umpires deem fit for any one specific to be inside. This includes players inside the field.

Match fixing

Team/Player If found guilty will be disqualified from the tournament right away. Forfeiting a match or giving a walkover needs to be backed by proper cause. Teams doing so without a genuine cause or with ulterior motives and if determined so by the organizing committee shall not be eligible for any prize money. In the event of a team that has qualified for the playoff leg of the tournament gets disqualified for any reason (disciplinary, match-fixing, conduct etc.) the next best team from that group will take its place in the playoffs. The disqualified team shall not be eligible for any part of the prize money and shall forfeit the same to the organizers.

Safety / Protection

- Player safety is our top priority. All players are **REQUIRED TO WEAR A HELMET** at the time of batting (facing a medium pacer or more) and at the time of keeping up to the stumps or players in close-in catching position.
- Drinking is prohibited in the city park. Liquor/Alcohol in any form, if found may be subject to confiscation and even reported to the police if necessary.

IMPORTANT

ICC Rules will be used for all other matters. Tournament Organizing Committee reserves the right to disqualify any team from participation if found in breach of the code of conduct or violation of disciplinary code during the tournament. Foul language, Abuse – verbal or physical amongst the teams, umpires or any member of the Organizing Committee will result in an automatic suspension of the team and disqualify them from the tournament without any refunds and benefits from the prize money. Such teams will be banned from participating in the Circleit Chicago Cup Tournament for up to 2 years.