



Titans Cricket Veterans League T20



Playing Rules

1. SPIRIT OF CRICKET

The spirit of cricket should always prevail!

The playing conditions below mostly reflects the international T20 playing conditions and may differ slightly from the MCC laws. The following guidelines as contained in preamble to the laws of cricket is central to the game being played in the right spirit.

- Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

2. DISCIPLINARY COMMITTEE

In the rare instance that situations cannot be resolved amicably by the two opposing teams and their captains, written (email) suggestions can be put forward to the



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Northerns Cricket Union Disciplinary Committee, which will then liaise with the teams within 48 hours of the incident.

3. PLAYER QUALIFICATION RULES

- a. Players must be over the age of 40 years to participate in the league. If a player turns 40 during the season, then he is eligible to play, but only once he has turned 40.
- b. A player must be registered on the VCASA database.
- c. A player is not required to be a member of a club.
- d. A player can be a member of a club but may play for a different club's veterans' team.
- e. Players can be loaned during the season to assist with player shortages in other teams.

4. PLAYING RULES

- a. **Players and rolling substitutes:** A maximum of twelve players may be nominated in writing at the toss but only eleven may bat. If twelve players are nominated, the batting eleven must be specified on the team sheet. The 12th nominated player may come on to field, bowl or keep wicket but may only come on at the start of the 1st, 6th, 11th or 16th overs. For the sake of clarity, any of the nominated 12 players may come on or go off after every five overs, unless an injured player is being substituted.
- b. **Dress Code:**
Players must wear long white pants and cricket shirts. No short pants will be allowed. Sponsored clothing designs in different colors is acceptable. If no sponsorship is applicable, then white pants and shirts must be worn. It is important that all members of a team is clothed uniformly
- c. **Umpires:**
Two umpires in possession of a CSA accredited level one or higher umpiring qualification will be provided for each match.



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- d. **Scorers:**
It is preferable for at least 1 qualified scorer to be provided per match. If this is not possible, both teams should provide a scorer from their team. The scorer/s is/are required to score in a normal scorebook as well as on the accredited electronic platform. All completed scorecards must be submitted to the appointed official veterans cricket statistician.
- e. **New Ball:**
A new pink 4-piece ball must be used by each team at the start of the innings. All balls are to be returned to the NCU organiser at the end of the season.
- f. **Sight Screens:**
White sight screens must be available on each field.
- g. **Start Time:**
Play must start at 8:30am on Sundays as per the match schedule, unless otherwise agreed by the teams.
- h. **Slow Play:**
Both captains should try and ensure a prompt start and a quick turn-around after overs and between innings so that a full game of cricket can be played.
- i. **Missed games:**
Teams can reschedule matches during the season, provided that both captains agree to the change.
- j. **Valid matches:**
The minimum overs that must be bowled in each innings to constitute a match is 5 overs.
- k. **Interrupted matches:**
The Duckworth Lewis Stern method will be used to determine the revised target should play be suspended after the start of the match.
- l. **Cricket Venues and Pitch Preparation:**
The NCU Organiser will arrange cricket venues and allocate fields as per their availability for matches. The cricket venues need to prepare a playable pitch and ensure that the pitch is correctly marked with wickets and stumps. Every effort should be made to cover the pitch in the case of inclement



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weather. The playing field and pitch should be set up for a normal T20 game.

m. **Wides:**

Normal international wide rules apply.

n. **LBW:**

Normal LBW rules apply.

o. **Bouncers:**

As per existing ICC Rules, bowlers are allowed 1 short ball per over
An over-the-head bouncer will be called a WIDE. This will be judged when a player would have been standing upright at the crease

p. **No Ball:**

All calls of “no-ball” rule will result in a FREE HIT.

Field place changes are only allowed if the other batsman is on strike.

The FREE HIT no-ball rule will only apply if there is an official umpire present.

q. **Bowlers Restrictions:**

5 bowlers may bowl a maximum of 4 overs each.

r. **Retiring:**

Once a batsman has 50 runs to his name, he must retire.

He can return to bat, should all the other wickets have fallen.

s. **Powerplays:**

A maximum of two fielders will be allowed the 30 yard circle during the first six overs, where after a maximum of five fielders will be allowed out for the remainder of the overs.

t. **Point System:**

4 points for a win

2 points for a no result

1 bonus point for winning by a margin of 80

percent or more

Example:

1) In a normal innings scheduled for 20 overs the team



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batting second has to score the winning runs by over 15.6 (the last ball of the 15th over) Once the first ball of the 16th over is bowled the winning margin becomes more than 80%

- 2) In a match reduced to 13 overs (78) balls, the team batting second has to score the runs **before** the 63rd ball is bowled. (Over 10.3) (80% of 78 equals 62.4 so the 62nd ball is still more than 80% and the 63rd ball is less than 80%.
- 3) If the team batting first scores 150, they will receive a bonus point by restricting the batting team to 120 or less which is a winning margin of 80% or more.
- 4) If the team batting first scores 174 they can get a bonus point if the team batting second is restricted to 139 or less runs.

IMPORTANT NOTE:

No notice is taken of how soon a team is bowled out, only the number of runs scored in the second innings is relevant. For the sake of clarity, take example four above. If the team batting second scores 170 all out in the 14th over, no bonus point is awarded to the bowling team for bowling the batting team out in less than 16 overs, the only criteria is whether they restricted the batting team to 139 or less.

u. **Draw/Tie/Super over**

If for whatever reason a result cannot be determined because of a draw/tie, then both teams will receive 3 points each.

If the scores are equal at the end of a match, the match will be tied and the number of wickets that have fallen will **not** be taken into consideration in order to determine the winner and a super over will take place. The following procedure for a super over shall be applied to determine the winner of a tied match.



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1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the Super Over is a tie, subsequent Super Overs shall be played limited to a minimum of one **(1) and a maximum of three (3)** to determine the winner. If all three Super Overs are tied the match shall be declared as a tie and the match points only will be shared.
4. In normal circumstances it shall commence *within 10 minutes* after the conclusion of the match.
5. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the Umpires.
6. Only nominated players in the match may take part in the over.
7. The umpires shall stand at the same end at which they finished the match.
8. The team batting second in the match shall bat first in the Super Over.
9. The same ball in use at the end of their normal bowling innings shall be used by the respective teams when bowling.
10. The fielding side shall choose the end from which it is to bowl its one over.
11. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.
12. The interval between the two overs in the Super Over shall be 5 minutes.

v. **Log Tie:**

The log position will be determined as follows when teams end on the same number of points:

- a. Firstly, the team with the greatest number of match wins over the other team/s ending on the same number of points.
- b. Secondly the team with the greatest number of wins in the competition
- c. Thirdly, the highest net run rate.



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w. **Umpires decision is final:**

Where an umpire gives a decision during play, it cannot be overruled unless the opposition captain invites the batsman to continue batting.

x. **Walking:**

Batsmen are encouraged to walk when out and not wait for the umpire's decision when they know they are out.

y. **Rain or Covid-19 affected games:**

Every effort should be made to play the game within reason. Should the game not be made up in the season, each team will be awarded 2 points.

5. RISK:

All games are played at the players' own risk. VCASA and NCU will not be held liable for any damage to property or injury caused during a game to a player or a third party.

6. MATCH FEE:

Each player must contribute **R100** playing fee per match.

7. LEAGUE REFRESHMENTS:

It is required by the cricket venue to supply the officials of the day, the two umpires and scorer, with lunch and a beverage when there are two veterans league matches played on the same day.

8. SOCIAL ETIQUETTE:

The basic concept is to play hard and relax hard.

No excessive heckling and badgering of batsmen will be tolerated.

Captains are held accountable for their team's behaviour.

Home teams are expected to buy their opponents a round of drinks and the visitors should reciprocate.