



## BCTCC VICTORY DAY BANGLADESH, T10 CRICKET TOURNAMENT 2023. PLAYING CONDITIONS

## 1 THE PLAYERS

## 1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain.

- 1.2 Nomination and replacement of players
- 1.2.1 Each captain shall nominate 11 players plus a maximum of 3 substitute fielders, before the toss. Other than set out in clause 1.2.7, no player (member of the playing eleven) may be changed after the nomination and prior to the start of play without the consent of the opposing captain.
- 2. 10 over a side game, unless overs are deducted by any cause.
- 3. Compulsory Power Play of the first 3 overs.
- 3.1 During the Power Play (over no 1 to 3) Maximum of 2 fielders allowed outside the 30 years circle. After the Power Player (from over no 4 to 10), there has to be a minimum of 4 fielder inside the 30 yards circle.
- 3.2 Power Play for reduce overs game will be as per table 1

Table 1

Innings duration	Power Play
9 overs	3
8 overs	3
7 overs	2
6 overs	2
5 overs	2
4 overs	1
3 overs	1

4. Brand New Ball will be used for every innings of the match. The fielding captain must select the ball first from the box of 6 new balls. Followed by the batting side captain selecting the ball from the box of 6 new balls.

In the case of a lost ball or condition of the ball, the umpire has the right to change the ball from the old ball box.





- 5. Each bowler can bowl 2 over maximum in 10 over games. If the game reduces to 5 to 9 overs, 5 bowlers can bowl. In the game of 4 overs 4 bowler can bowl and in 3 overs game 3 bowler can bowl.
- 6. law 21 No ball to be applied, all the kinds of no balls are subject to Free Hit. The Law 21.19 Free hit applied. The no ball per over is re-bowled.

One change, any short pitch ball over the shoulder height will be considered as "No Ball"

- 7. Law 22 Wide Ball to apply. Wide ball will not be re-bowled, only the last ball of the innings will be legal and the wide ball will be re-bowled.
- 7.1 Once the umpire calls Wide Ball, the ball will automatically become dead. However, if the batter is out of his ground, the wicketkeeper has a chance to stump-out the batter.
- 4 runs will be allotted for Wide or No ball.
- 8. In case of a Tie game, the points will be shared. No super for the league game and 1 Super over to be played for the Final game
- 8.1 If the Super over is tied in the Final. The winner to be decided is as follows.
- 8.1.1 The team with the greatest number of Sixes wins.
- 8.1.2 If the number of sixes is equal, next to be the team with the most boundaries.
- 8.1.3 If the number of sixes, boundaries is equal, next to be the team with most 2 runs scored.
- 8.1.5 if the number of sixes, boundaries, and 2 runs are equal, next to the team with the most wickets.
- 8.1.6 if the number of sixes, boundaries, 2 runs and wickets are equal. In this situation, the toss to decide the winner.
- 9. Imposing a retirement score is 40 + 1 scoring shot Runs and the retired batter can come back to bat (in the same sequence as retired), once the last batter is out.
- 10. Each innings will be of 35 mins + 5 mins Grace period. If the team fails to complete the innings in 35 mins playing time and 5 mins grace period. Then deduction in overs fielding side. If the team bowling second delay, then the following game, the team faces deduction in overs. This is applied for league games.
- 11. Minimum over to constitute a game is 3 overs.
- 11.1 In case, the match has started and due to some natural cause has to be stopped, then the D/L method will used only is 3 overs or more will be distributed
- 12. Bowling from one end will be done in sets of 10 overs for both innings.





- 13. Batting side team players are not allowed to get into the ground without informing the 3<sup>rd</sup> Umpire
- 14. One member from each team must sit with the scorer and no other player is allowed in Official area.
- 15. Respect the game and umpire decision to be final.
- 16. Toss will be 10 mins before innings start.
- 17. Except the Final game, it will be a Crossover innings format.
- 18. Rest all the ICC T20i Playing Condition to be applied.