Bay Point Premier League T20 Cricket Tournament 2021 - Rules

1. **Tournament Format:**
   - **1.1. Total teams: 10, Max Overs: 20. Ball: White**
     - 1.1.1. For each winning team **2 points** are awarded. No points awarded to the losing team. Teams will be ranked according to the highest points ranking 1st and the lowest ranking 5th in each group. For the tied match, **1 point** will be awarded to the both teams. There will be **no super over for the tied matches in the group stage**.
     - 1.1.2. Group Stage: In the event of teams finishing on equal points,
       - The team with the **most wins** in the group stage will be placed in the higher position.
       - If there are teams with equal points and equal wins in the Group Stage, then in such case the teams will be ordered according to their **net run rate** in the Group Stage matches.
       - If there are teams that are still equal, they will be ordered according to the result(s) of the **head to head** match(es) played between them (points, then if still equal, **net run rate** in those matches).
     - 1.1.3. **Play-off:** Top 2 teams from both groups qualify for semi- finals. For the tied play-off game, **Super over is allowed in the playoff**
       - Semi Final 1: A1 vs B2
       - Semi Final 2: A2 vs B1
       - Final: winner of SF1 vs winner of SF2
   - **1.2. Budget:** $3000
     - **1.2.1. Entry fee:** $300 per team.
     - **1.2.2. Winning team receives:** $1000
     - **1.2.3. Runners up team receives:** $500
     - **1.2.4. Balls & ground maintenance cost:** $990
     - **1.2.5. Playoff Umpiring fee (3 games)**: $210
     - **1.2.6. Trophies:** $300
2. **Field preparation and tear-off**
   - 2.1. All matches will be played at United Cricket Ground, Fairmede Park, Richmond.
   - 2.2. Umpire will bring stumps and cones. Both teams are responsible for preparing the field at least 10 minutes prior to the start of the play (Boundary, stumps/bails, 30 yd cones, crease marking). After the toss, fielding teams are assigned the task of setting up the field if the field is not ready by the toss time. Cones and stumps remain on the field for the 2nd game. Both teams playing the noon game will help tear off the field.
   - 2.3. Respective playing teams shall bring garbage bags to throw the trash. No plastic bottles or any type of trash allowed in the field. Both playing teams take their trash with them at the end of the game.
   - **2.4. Fence/Boundary/Poles:**

2.4.1. If the ball hits directly the **fence** placed at the edge of ground towards the **northern** and **southern** side of the pitch, it is a SIX.

2.4.2. If the ball hits any of the light **poles** within the boundary lines directly on or **above** the **marked line**, it is a **SIX** and **below** the marked line it is a **FOUR per umpires' discretion**. If the ball hits these poles after **rolling down the ground,** it is also a FOUR.

2.4.3. If the ball hits the **concrete sidewalk** and **does not hit the boundary line**, the ball shall be considered in play, **not a four**. If the ball hits the **concrete sidewalk** and **does hit the boundary line**, it is a FOUR.

2.4.4. Fielders **cannot lean/touch** the fence to catch the ball. It will be given a SIX if any part of the fielder's body or worn clothes touches the fence when the catch is taken.

3. Hours of Play, Intervals, Delays and Minimum Overs in the Day

3.1. Morning games: Reporting Time 8:30 AM, Toss at 8:45 AM, Matches start at 9:00 AM

3.2. Noon games: Reporting Time 12:30 PM, Toss at 12:45 PM, Matches start at 1:00 PM

3.3. **Intervals for Drinks**: One drink break per session shall be permitted after 10 overs, except under conditions of extreme heat, the Umpire(s) may permit extra intervals for drinks. Respective playing teams will provide drinks to their own teams and share it with umpires.

4. Length of Innings:

4.1. Each team shall bat for 20 overs unless an all-out happens earlier. A team shall not be permitted to declare its innings closed.

4.2. In this tournament, a minimum of 20 overs per team shall constitute a match, unless one or both teams are all out in 19.5 overs or less.

4.3. Rain affected matches:

4.3.1. If the heavy rain is predicted ahead of any matches, those matches will be rescheduled to the last available week until the end of March. The days of the week will remain the same except the date. If the one team isn't available to play on the rescheduled day, it will be counted as forfeited and the available team will be declared as the winner. There will be no rescheduling after the end of March. If there remains any unplayed matches, it will be declared as a draw and points will splitted.

4.3.2. If the team batting in the 1st inning has played 20 overs or were all out in 19.5 overs or less, and rain stops the 2nd inning play, this match will also be counted as abandoned 'No Result'. Points will be splitted between the two teams. Rescheduling isn't allowed to any in progress matches that would get affected by rain.

4.3.3. If the **match scheduled start time is delayed**, the umpire may **allow reduced** overs (less than 20 overs) match if the play is possible within the time limit. For example, if two hours are left, the umpire may allow 10-12 overs per side with 10 minutes inning break. In this case, the minimum

overs set per inning constitute a match, unless all out occurs in less than the minimum overs set.

4.4. Ball: One new ball will be provided to each fielding team per inning.

4.4.1. In the wet condition, if the captains want to change the ball, one new or used ball will be available after the 6 overs powerplay. If the new ball is taken the umpire can scratch off to make it look similar to the used ball.

4.4.2. Umpire will retain all used balls at the end of the innings to provide in next games as needed.

5. Numbers of Overs per Bowler: No bowler shall bowl more than 4 overs in an inning.

6. Fielding Restrictions:

6.1. 1-6 overs mandatory power play, maximum of 2 fielders are allowed outside 30 yards.

6.2. 7-20 overs power play, maximum of 5 fields are allowed outside 30 yards.

6.3. At no point of time in the game more than 2 fielders can be placed behind the square on the on-side.

6.4. At no point of time in the game more than 5 fielders can be placed on the on-side.

7. Squads: Each team shall register no more than 18 players before the start of the tournament. Please submit the team squad in the whatsapp group. After the tournament has started, there will be no changes allowed in the team squad. If any team has less than 18 participants for this tournament, please register a minimum 11 players. As the tournament progresses, and the team participants limit reaches the set limit of 18 players, the team will be locked and the new participants shall not be allowed.

7.1. Players cannot play for multiple teams.

8. Uniform:

8.1. All matches must be played in **colored** uniforms (**No white shirt, No white Pant**) Wear any dark color clothing, or your team's approved colored clothing with the same jerseys and pants across the playing 11 + substitutes.

8.2. Cricketing/Sporting shoes with **no spikes**

8.3. Colored batting pads (or colored clads)

8.4. **Umpires** should also adhere to the Cricket Attire (**No White Shirt, No White Pant**).

8.5. Colored clothing with Team jersey/pant or dark polo w/ dark pants (**No shorts**)

8.6. Cricket/Sporting Shoes (**No slippers**)

8.7. Umpires and captains shall not allow any player to take the field without proper attire.

8.8. It is the Umpire(s) responsibility to make sure all players are wearing proper attire.

8.9. It is Home Team Captain's responsibility to make sure Umpire(s) is/are wearing proper attire

9. Umpiring: For each group stage match, the main umpiring will be done by 1 neutral umpire and the batting team must provide the leg umpire. The main umpire may override the batting team leg umpire's decision if it is questionable. Each batting team leg umpire

must serve for minimum 6 overs before switching with another, unless a wicket falls. Umpiring assignments will be distributed according to the schedule.

9.1. **Penalty for delay**: If either of the playing teams is late, **toss** will be awarded to the team which has a minimum **7 or more players** present at the ground **15 minutes before** the match start time. If minimum 7 players are not there at the game time, **4 overs will be deducted for every 15 minutes of delay (1 overs deducted for every 4 minutes of delay)**. If minimum 7 players are not present at the ground half hour past the game time, that team will be forfeited and the game will be awarded to the team with minimum 7 players present.

9.1.1. If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

- an umpire shall be informed of the reason for this absence
- he shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.

9.1.2. If the fielder is absent from the field, **the number of overs** he was absent from the field shall be used **as the penalty time**, and the following restrictions shall apply to their future participation in the match:

- The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time (number of overs) for which the player was absent
- The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time (number of overs) that is equal to the unexpired Penalty time (number of overs) carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately.

9.2. If play is interrupted for any natural or unforeseen reason not caused by any of the team and full overs can't be played according to the umpire, it's a draw and points will be shared. **No Duck-Worth-Lewis method**.

9.3. Umpiring fee is $35 per team for the group stage match. Each team needs to pay the umpiring fee before the start of those matches. Umpiring fee for the playoff matches are covered from budget.

9.4. If we have failed to mention any rules and regulation, we will follow the local league's BACA guidelines if anything comes up during the tournament.

9.4.1. Reference (BACA): http://www.bayareacricket.org/baca/documents.do?clubId=1755

9.5. If we have failed to mention any playing condition rules and regulations, we will follow the ICC guidelines if any laws of cricket issues come up during the tournament.

9.5.1. Reference (ICC Men's T20I Playing Conditions): https://resources.pulse.icc-cricket.com/ICC/document/2020/09/02/6dec29

5c-9378-46ae-8caf-bd799858c144/05-Mens-T20I-Playing-Conditions-2020-V2.pdf

10. Players code of conduct

10.1. No cell phones on the ground during the live play which causes the distraction to players or umpires.

10.2. Crotch guard has to be worn inside the uniform. Players will not be allowed to play with crotch guard showing outside.

10.3. No players will argue with the umpire. Umpire decision will be final and players cannot challenge it. Only the Captain can request the umpire to review the decision at the time of dispute**.** Batting teams players must remain in their dugout at time of any dispute. The Umpire has full authority to make an informed decision.

10.4. For the serious misconduct and level 4 offences, ICC Players Code of Conduct will be applied.

11. Score Sheets / Reports

11.1. Both teams are responsible for Publishing CricClubs scorecard using the app by Monday night after the completion of the game week. All team captains/vice-captains will be provided the credentials for cricclubs.

11.2. Scoring is MANDATORY to be done ONLINE on CricClubs Application. Scoring via the CricClub application MUST be done on one device & Home team should secure battery backup for the device for the whole game.

11.3. Umpires must ensure that proper fielder & bowler name is selected while scoring.

12. Awards

12.1. Champion Trophy

12.2. Runners Up Trophy

12.3. Most Valuable Player

12.4. Man of the Match (all games)

12.5. Most Runs - Best Batsman

12.6. Most Wickets - Best Bowler

12.7. Best Fielder