



BCMCL 100 BALL TOURNAMENT RULES

GOVERNING RULES:

- 1) Two Clubs may combine to make 1 team. Players must be established players, playing in 2nd division or lower.
- 2) Juniors will require written permission from home club to play on another team.
- 3) BCMCL rules for unfair use of players will apply.
- 4) A Maximum of two BCMCL uniforms may be used, but SHIRTS must be the same for all 11 players.
- 5) Start times per BCMCL 100 Ball Tournament Schedule.
- 6) Anyone bringing drinks etc on field at fall of wicket or interruption must be ready to enter field with umpire permission or they will not be allowed to come on field.

PLAYING RULES:

100 fair deliveries per innings. Whoever scores the most runs wins. A win by Run Rate is described below.

The fielding side changes ends after 10 deliveries. (Same as after a 6 ball over in standard Cricket).

Bowlers bowl either 5 or 10 consecutive deliveries. The captain decides and lets Batter & Umpires know before each different bowler starts.

Each bowler may deliver a maximum of 20 balls per match.

All Cricket Rules re no balls, wides, substitutes, bouncers etc will be standard BCMCL rules

POWERPLAY RULES

A 30 ball powerplay is normal for each team. Two fielders are allowed outside of the initial 30-yard circle during the powerplay. For reduced overs use following chart.

Total balls/inning	Powerplay balls with Fielding Restrictions
25 - 40	5
41 - 50	10
51 - 60	10
61 - 70	20
71 - 80	20
81 - 90	30
91 -100	30

MATCH LENGTH

A full match will last two and a half hours. Each side must finish in 70 minutes for 100 balls. 7 minutes per 10 balls. 10 minutes break between innings, followed by 70 minutes for 100 balls in 2nd innings.

LATE FINISH RULES



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Bowling first – If team bowling first doesn't finish 100 fair balls in 70 minutes, they will be fined \$50 for each 4 minutes late.

RAIN AFFECTED MATCHES:

If rain affects start of the Match, time lost will be calculated as 10 balls, for every full 7 minutes lost.

Example - If scheduled start time is 5 pm and Play starts at 5:30 pm – $30 / 7 = 4$. (Ignore 2 minutes extra). 40 balls will be reduced from the Match. (Four 10 ball overs from match) – Two 10 ball overs per team.

Rain during matches: If team 1 has already batted first and were all out. Then rain stops play in 2nd innings. The run rate of team 1 must be calculated for TOTAL NUMBER OF BALLS ALLOCATED, not played.

Example - If team 1 scored 145 runs in 80 balls all out. Their run rate will be counted as $145/100 = 1.45$ and that must be the target given to team batting 2nd, required to be achieved in a given number of balls. (Based upon play time left).

MINIMUM NUMBER OF BALLS FOR A RESULT

For any Match result, a minimum 25 fair deliveries must be faced in BOTH INNINGS.

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BCMCL Home Team Rules for Equipment & Field Preparation apply, and 30 yard circle must be marked.

POINTS & WINNERS: The winner of each match will score 4 points. Losing team scores zero points. The game shall be considered a rain out and **2 points** will be awarded to both the teams.

UMPIRES: Each team will be required to provide umpiring services for the same number of games which they are scheduled to play. Each `no-show` of a neutral `team` umpire will result in a **2 point penalty to his team & \$40 umpiring penalty fee to the offending club.** (One League umpire & one neutral team umpire per match). If a `team` umpire is late – not present 15 minutes before the scheduled start time of assigned match, his team will lose 1 point, when so noted by the league umpire. If no league umpire is present, the 2 captains will report no-show or lateness of `team` umpire. **Umpire dress code** – dark coloured shirt &/or jacket, dark long pants & closed shoes. (They should be different from fielders). League umpires will wear their uniform.

TEAM LIST & TOSS: Team lists require 11 BCMCL registered players. All Teams are required to use the BCMCL Team List Generator available on the website. **Pre-match & Toss rules per BCMCL rules.** The toss shall take place in the presence of at least one official umpire. **Toss: 30 –15 minutes before scheduled or rescheduled start – A minimum of 8 players must be present, ready to play & in view of the umpires.** If one team is late, the toss is awarded to the team which has 8 players



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ready 15 minutes before the start. Also at 15 minutes before the scheduled start, if a team does not have the match ball (supplied to them by BCMCL, the Umpire/s must investigate whether team should lose toss), or **if team does not have a written BCMCL 11 or 12 man team list, the toss will be awarded to the team that has these items.** A supply of used balls is needed for use as replacements by the umpires, if & when needed.

If available, the name of the BCMCL registered 12th man must be on the team list & shall be dressed in team uniform, but with jacket/vest, if scoring or bringing drinks onto the field.

TIE BREAKERS – Super Over (. Use is to determine the winner of a ‘tied’ match immediately after the TIE. The match pitch is used. Umpires stand where they did for the last over of the 100s balls. The same 11 fielders in the tied game from each team participate, but only 5 balls is bowled by a **single bowler to 2 of 3 ready batsmen.** No nomination of batsmen is required. Penalty time still due from the match will carry forward to the Super Over. If 2 wickets fall, the batting innings is over. The team that batted 2nd in the game, will bat 1st in the **Super Over**. The fielding team will decide from which end to bowl. Each team will use the ball used in the last over of their bowling innings. Teams may choose to share the same ball.

If the **Super Over** produces a TIE, & the 100s balls TIE was not a D/L result, then team which scored the most total boundaries in their two (100 s ball + **Super Over**) innings shall be the winner. If these boundaries are equal, then only the 100s balls boundaries will determine the winner. If still tied, a count-back from the final ball of the **Super Over** shall be conducted. The team with the first higher scoring delivery from the COUNT-BACK will be the winner. If a team loses 2 wickets before the over ends, the un-bowled balls are scored as ‘dot’ balls. Runs scored may include no balls, wides & penalty runs. (I.E – the total team runs since completion of the previous legitimate ball)

COUNT-BACK:

Ex: T1 –Ball 5 = 4 runs, Ball 4 = 2 runs, Ball 3 = 0, Ball 2 = 6, Ball 1 = 2

Ex: T2 - Ball 5 = 4 runs, Ball 4 = 1 run, Ball 3 = 2, Ball 2 = 1, Ball 1 = 6

Team 1 wins at 4th Ball.

Playoff: Top 2 teams from Group A and B will be qualified for semifinals.

A1 Vs B2

B1 Vs A2

BCMCL playing and governing rules applies where applicable.