



British Columbia Mainland Cricket League

Post Season - 2023

www.bcmcl.ca

Except as varied hereunder, current ICC T20 Playing Conditions & MCC 2019-2023 laws shall apply.
ALL GENERAL BCMCL RULES FOR CRICKET SHALL APPLY HERE TOO. Local Rules for junior players are mandatory! (Gender neutral ex: he, she etc)
ALL MATCHES MUST HAVE A RESULT

GOVERNING RULES – BCMCL MID-WEEK T20 (2023)

1. TEAMS:

Division 1: A maximum of 16 Teams will participate. **ALL players have to be from BCMCL register members and can be playing in any division for BCMCL regular season . Clubs with multiple teams are eligible to enter more than one team and Two (2) Clubs may merge players to form one Post Season T20 team.**

Division 2; A maximum of 16 Teams will participate. **ALL players will be from Division 2 & lower.** If we receive extra registrations, the selection of teams will be at the discretion of the Special Events Committee and Clubs will be advised accordingly.

All teams must provide a team roster of (max 16 names) along with their BCMCL registration/ID. **Clubs must make certain that their Team/s players are not banned, or suspended at the time they play in this T20.** The T20 Playing eleven will only be from the team Roster.

All players must be registered with the BCMCL per Governing Rule #11 - players must be registered no later than 72 hours PRIOR to each player playing their first game.

Clubs with multiple teams are eligible to enter more than one team and **Two (2) Clubs** may merge players to form one Post season T20 team.

Any player (juniors included) shall only play for 1 team in this tournament and the transfer of any player to another team will not be permitted.

In order for a player to play a playoff game he/she must have at least played 1 round robin game for the team.

BCMCL juniors may play provided the Playing T20 Team has received permission from the BCMCL Club, who originally registered the junior for normal League play per BCMCL Governing rule #20. A junior player is defined by BCMCL Governing Rule #18. (19th birthday after March 1st) and shall strictly follow BCMCL Governing Rule 25.

Each Team must wear their own coloured uniform for the tournament (No shorts), and coloured pads to match the coloured uniform shall be worn while batting/keeper. Where teams merge, they must select only 1 team uniform (2022-06-01). (BCMCL Local rules for players not in uniform apply to this T20 competition).

ALL Teams are required to complete the **online scores** and fax the **stat sheet** before 72 hours following their game - for BCMCL Mid-Week T20 Competition.

The League will supply white cricket balls for the tournament.

2023 Regulations: Division 1, 10 teams divided into two groups of 5 team (Group A/Group B), The top two teams from each group will go to the Semi-Finals. As Per round-robin placement (groupA1 v B2) & (B1 v A2). Winners play in Final. Division 2 will also have two groups of 4 teams (Group A/Group B) **The top two**

teams from each group will go to the Semi-Finals. As Per round-robin placement (GroupA1 v B2) & (B1 v A2) will play Semifinals.

If there are teams with equal points and equal wins in the Round-Robin matches, the team/s with a higher net run rate (NRR) will be placed in the higher positions. Tied games will have a Super Over – see below.

2. **BALLS:** One New League-approved **white** ball is required at the start of each innings. In case a ball gets lost or badly discolored, it may be replaced with a limited use ball - i.e. it can still be polished by a bowler. An out of shape, soft, or non-shineable ball will not be allowed.

The captains will give the match ball & at least one extra ball to the umpire/s before the toss. Both will be taken on the field by the umpire/s. These balls & any others used must pass umpire approval. The umpire/s will retain any replacement balls for use in the match as needed.

3. **POINTS & WINNERS:** The winner of each match will score 4 points. Losing team scores zero points. In case a Rain out is decided at least 2.5 hours on a game day, umpires, the teams will be informed by Special Event Committee and they won't be required to show up at the ground. The game shall be considered a rain out and **2 points** will be awarded to both the teams.
(At the Ground) IF PLAY IS NOT POSSIBLE, DUE TO POOR WEATHER/GROUND/LIGHT, AN On-field, Rain-out will be decided by the Umpires and Special Events Committee. The teams (if at least 8 players on each team are there) shall be awarded **2 points** each.

4. **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.

5. **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 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.

6. (Local T20 late-start rules)

At scheduled or rescheduled start time, if one team is unable to field 8 players, their batting innings is reduced at rate of 1 over for every full 3 minutes of delay, until they can't be allocated a minimum of 5 overs. They will then forfeit the match. **

If late team is into bat, the fielding restrictions are reduced according to overs left after above penalty, but bowlers on the fielding team are still allowed maximums for 20 overs.

If late team is fielding, they will still bowl 20 overs in 80 minutes from late start time, but lose overs when batting (as above).

If neither team has a minimum of 8 players as above, the total match is reduced at the rate of 15 overs per hour, providing an equal number to each team in the time now allotted for the match. **If a minimum match cannot be played due to both teams being late**, both teams shall obtain "0" points. (Rescheduling can only be decided by BCMCL management after investigation).

A team causing an unreasonable delay in starting the second innings will face batting innings reductions as in first innings & a fielding team delay to start will mean 6 penalty runs will be added to batting total for every full 3 minutes delay.

BCMCL Home Team Rules for Equipment & Field Preparation apply, but at the T20 rate above. ** This also applies to either team, if they have not brought any equipment they need to play the match. **

BCMCL Post Season T20 - PLAYING CONDITIONS:

- 7. OVERS PER MATCH:** One innings & 20 six-ball overs are maximum per team. (20 overs in 80 minutes). **5 overs will be bowled continuously from 1 end when there is only 1 league umpire is umpiring. (Local) 10 minutes break between innings. (Normal play times are 1st Innings: 11:00 AM - 12:20 PM, 10 minutes Break, 2nd Innings 12:30 PM- 13:50 PM).** Umpires alone – decide on extra time to be added! No declarations are allowed. (See below for interrupted & minimum matches). If one side refuses to play or concedes match, the umpire/s will award the match to the other side & report this on Stat sheet.
- 8. TIME FOR MATCH: Scheduled Start per BCMCL MID-WEEK T20 Schedule: Each side has 80 minutes to bowl 20 overs. (Scheduled start is set at 11:00 am and 14:00 pm for 2023)**
(Local) If after 80 minutes, play is still on due only to slow bowling rate – Mandatory fins of \$50 shall be added to batting side total for every full 3 minutes over 80 minutes. (The same rule applies in 2nd innings). **(Umpires Note** - don't count injuries, lost ball outside field or any other reasonable delay). Record these & subtract off match time after innings. **(If overs are reduced,** the reduced number must also be bowled at the normal rate of 4 minutes per over. If over allotted time, the above penalty will apply). **At a minimum, the umpires shall inform the fielding captain about available time at 10 & 15 overs.** If the batting team is all out before the cut-off time, no over rate penalty will apply. As soon as a team batting second has a total of runs & penalty runs, which exceed the first batting team's score, the team batting second wins the match. **The Umpires shall ADD any time delays caused by the suspension of a player from the field to the scheduled time allocated to the match (MCC 2019).**
- 9. MINIMUM MATCH:** A minimum of 5 overs for each team shall constitute a match unless either side is dismissed in less or 2nd batting side wins in less. During a delayed start in the 1st innings, **the umpires will wait at least 120 minutes & decide whether a minimum match is possible.**
- 10. ICC T20 rules are used for any of the fielders who are absent or leave the field. 8+ minutes off the field in an innings will require equal time on the field before being allowed to bowl, (or bat) in the 2nd innings, unless 5 wickets have fallen earlier.** This does not apply to external injuries or exceptional conditions & these require approval by the official umpire. **No drinks intervals are allowed,** but individual drinks at edge of field or at fall of wicket are acceptable provided there is no delay of game. Anything else requires umpire's permission. **A substitute fielder is only allowed for injuries during the game or for exceptional reasons if approved by the umpires.** **Runners are not allowed per ICC T20 PCs.** A late batter may bat when,

any wicket falls or due to a retirement. If he/she does not bat, but goes on the field with the team, he/she may bowl immediately.

11. **The next batter must be ready at edge of field.** He/she has 1 min. 30 seconds after the fall of a wicket, to be ready to face the next ball or be non-striker. He/she will be 'timed-out' upon appeal by the fielding side, if a longer time is taken. **Any exchange of batting equipment must take place at fall of wicket or stoppage of play unless clearly damaged during play.** Batting helmets must be worn or carried until then. For unreasonable delay causing a waste of time, umpires shall use a first & final warning applied to the whole innings, followed by a 5 run penalty awarded to the fielding side for any additional delays. **Fielding equipment brought on the field must be worn or exchanged without delay of game.** Fielding Innings time will normally remain at 4 minutes per over. Unaccounted for extra time will cause a penalty per rule 10 above.
12. **Bowlers are restricted to a maximum - 4 overs each.** In a delayed or interrupted match not caused by penalty to a team, no bowler may bowl more than 1/5 of overs allowed at re-start of play. (+ 1 - if needed) – per ICC rules. **If an innings is reduced to 5 – 9 overs, no bowler may bowl more than 2 overs.** Normal rules are used if a bowler cannot complete an over.
13. **Condition of Ball & NO BALLS: Local BCMCL: (ANY bouncer over shoulder, striker upright at crease = No ball) – no bouncers are allowed at any time. Note: After any No-Ball, whichever batter is facing gets a free hit per ICC rules.** During a free hit, a batter can be out only per No-ball rules, even if the free hit is called 'wide'. No field changes are allowed for a free-hit ball unless there is a different striker, but see below. (Signal to scorers is – extend 1 arm up over head & move it in circular motion). If a free-hit ball is also a no-ball or wide, repeat the procedure. **Changing the condition of the ball is strictly forbidden. Umpires alone determine a change of ball. If tampered ball is an issue, umpires will offer a change to batters. Any violation will be penalized by new Local Rule passed at BCMCL February 10th, 2018 Delegates meeting.**
14. **WIDES: Call 'wides' strictly – per ICC T20 rules.** (Note: Any ball missing a batter on leg side and missing leg stump when standing in a normal batting position at the crease will be called 'Wide'). The batter's leg side is determined as presented to bowler before delivery. (Note: A batter shall not create a wide).
15. **Non-striker – Run-out.** At any time from the moment the ball comes into play **until the instant when the bowler would normally have been expected to release the ball**, (straight up – vertical arm) the **non-striker** will be out Run out – upon appeal, if out of ground when wicket is put down by the bowler **throwing the ball at bowler's stumps or by his/her hand/arm holding the ball**, whether or not the ball is subsequently delivered. (MCC 2022-10 41.16). See also No Ball – Bowler breaking stumps during delivery (MCC 2019 21.6).
16. (Local) If there is no official scorer, the team captains will agree on the score of the first batting innings prior to the commencement of the second innings.
17. **FIELDER RESTRICTIONS: Max. 5 fielders can be on the Leg side at any time & max 2 between square leg Umpire and Keeper. The 30 yard circle is used for fielder restrictions per chart below.** The following fielding restrictions **apply to first 6 overs of full innings** in both innings & per chart below - Max. **2** fielders can be outside 30 yard circle. For overs (7- 20) in full innings, max. **5** fielders can be outside 30 yard circle at the instant the ball is delivered. If the fielding restrictions above are violated, the Square Leg Umpire will call & signal 'No Ball' immediately after the ball is delivered. **(For clarity – The ICC rule (number of fielders outside 30 yard circle) above to apply even if there are less than 11 fielders. Further – if there are any violations of the fielding restrictions – No ball & Free hit shall be called immediately the ball is delivered - by the striker's end umpire) Per 2017-04-26 Delegates. The bowler's end umpire will repeat the signal to the scorer & a fielding correction will be made by moving the fielder who caused the violation forward,**

in line to the striker. No exchange of fielders will be allowed during a free hit, except for different striker – ICC 2017. If a delay takes place during a powerplay over & all FROs have been used per table, upon restart of match, there will be no fielder restrictions for the remaining deliveries of that over.

18. **ICC Reduced overs:** (For both Innings of a match).

Total Overs	Field Restriction Overs (FROs)
5 - 8	2
9 - 11	3
12 - 14	4
15 - 18	5
19 - 20	6

19. **Weather/exceptional delays** will mean a loss of 1 over from each team’s batting innings, per 8 full minutes loss of playing time during the 1st innings & 1 over from the 2nd batting innings, per 4 full minutes loss of play during the 2nd innings. The rate is 15 overs per hour per BCMCL. (Also see delays & suspensions - for 1st innings & for 2nd innings - BCMCL Calculation Sheet 2016+)

The Duckworth-Lewis method is to be applied to weather-interrupted innings from 5 – 19 overs for either side, where a target score or a match result is required. (Official BCMCL mobile phone app is now allowed – by Tarams) G50 = 200, set Overs at 20 or as needed.

20. **TIE BREAKERS – Super Over** (Abbreviated from ICC T20). **Use is to determine 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 T20. The same 11 fielders in the tied game from each team participate, but only one over 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 T20, 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 T20 TIE was not a D/L result, then team which scored the most total boundaries in their two (T20 + **Super Over**) innings shall be the winner. If these boundaries are equal, then only the T20 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 6 = 1 run, Ball 5 = 4 runs, Ball 4 = 2 runs, Ball 3 = 0, Ball 2 = 6, Ball 1 = 2

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

Team 1 wins at 4th Ball.

If T20 was a D/L TIE, go to COUNT-BACK tie breaker directly.

Appendix:

Home team responsible for ground set up and 30 Yard circle.

(Per Special Event Committee) ---- On Tuesday May 9, 2023