



C&DCL T20 GAMES PLAYING RULES 2009

Introduction:

Twenty20 (T20, 20/20) games are becoming more popular. These games are played in a fashion much the same as ODIs with a shortened format that makes it more attractive to the spectator. The game will be played between two teams of 11 players each with a 12th man as substitute fielder.

1) General Rules

All C&DCL rules related to code of conduct, discipline are applicable to Twenty-20 C&DCL sponsored tournaments.

2) Length of Game

In normal conditions, each team will play an innings of 20 overs (6 balls per over), as described hereunder.

If for some reason (e.g. - Weather) the second innings could not be completed, the game will be considered tied unless 10 overs have been completed. If 10 overs have been completed, the game will be determined on the basis of Duckworth/ Lewis method.

In the event of a delay due to rain, extreme caution should be taken prior to agreeing on playing a match. A "reduced overs per side game" may be played with minimum of ten overs per side. However, C&DCL cannot accept any liability for players injured when playing in these wet/damp conditions and captains should be aware of the personal legal ramifications if they consent to play, and an injury results from taking the field.

To ensure both Finals and Semi Finals are completed. (min. 5 overs will constitute a game)

3) Game Start Times

Games will commence at the as per T20 League schedule.

A team must have eleven players 15 minutes before the start of the match; otherwise the opponent team will win the toss. In case a team does not have 11 of its registered players at game time, it will automatically forfeit the match.

The games will consist of 2 sessions of 1 hour 20 minutes each, separated by a 10 minute interval between innings.

Each Innings must be completed in 1 hour and 20 minutes. If the side bowling first fails to complete their quota of 20 overs in the allotted time,



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the following rules (same as weekend league games playing rules) will be applied;

If the team bowling (first) fails to bowl 20 overs in 120 minutes (or any other agreed number of overs in agreed allotted time), they shall be penalized 6 runs per over for (each uncompleted over) in allotted time. This rule shall be applied to both innings of the match.

Example:

First Innings:

If the bowling team bowls 18 overs in their allotted time, they will continue to bowl the remaining 2 overs. If the batting team scores 100 runs in 20 overs, the total will be increased to 112 runs (6 runs per over penalty).

Second Inns

Bowling team bowls 17 overs in allotted time. The batting team target will be revised as $112 - 18 = 94$. The bowling team will continue to bowl remaining three overs. The revised target will be considered as a new target.

No drinks intervals shall be permitted.

4) Bowlers

No bowler shall bowl more than 4 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

Bouncers (a short-pitched ball above shoulder height) only one is permitted an over to the same batsman.

5) Free Hit

In case of Front Foot No Ball bowled by a bowler, a Free Hit will be awarded to Batsman.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.



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In the event that the Batsmen changed ends (scored runs), fielding changes will be allowed. No changes in field will be allowed if no runs except the No Ball were scored.

6) Field Restrictions:

There will be field restrictions during initial six (6) overs in an Innings.

In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	No. of overs for which fielding restrictions will apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

7) Balls

Each innings will commence with a new ball. Balls to be supplied by the C&DCL. The ball is to be white in colour.

8) Ground Preparation

The Home Team is responsible for preparing the ground i.e., marking boundaries and creases, the Away Team is responsible for packing up.

9) Team Lists

Both team Captains must provide team lists before the toss to the umpires.

10) Captain's Responsibility

Captains will be responsible for the behavior and safety of their team members.

11) Players' Conduct

Players are to exhibit best professional behavior on and off the field. All incidents will be addressed by C&DCL rules and regulations.

12) Abandoned Games



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Abandoning a game is the on-field decision of the umpires. Abandoned games may be made up. However, the final decision rests with C&DCL Executive.

13) Eligibility

In order to be eligible to play in the Twenty-20 tournament, all players must wear C&DCL approved coloured clothing. If a player does not have coloured clothing, he will be asked to leave the field by the umpires. If he does not leave the field the game will be forfeited by his teams. In the case of a player not having coloured clothing, his team will be able to continue with a reduced number of players.

14) Floater:

A player registered for a team cannot play as a floater for any other team except for Stallions team player who can also play for another team. This player also cannot play or float for any other team other than Stallions and their registered club.

15) Registration

Each team will be required submit a team list to the C&DCL, 10 days before the start of the League games.

16) Umpires/Scorers and Match Reports

The CDCL executive will prepare umpiring, scoring and match schedules.

The captain of each team is required to submit a complete score sheet, provided by the statistician, at the conclusion of each match. The score sheets shall be signed by both captains and at least 1 umpire, and deposited in the box by each captain

Scorecards must also be submitted electronically (via online statistics program) within three days of game has been played. Teams will be penalized one (1) point for failing to comply.

17) Standings and Results

Win	4 points
Tie	2 point
Abandoned	0 points
Loss	0 points

In the event of a forfeited game, the winning team will score 2 points, the losing team zero Points.



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Games that result in both teams playing a full 20 overs each will be determined by most runs scored. Games reduced in the number of overs played with are determined as follows.

If the team batting first plays 20 overs and the team batting second plays less than 20 overs. The result will be determined by Duckworth/ Lewis method.

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis Regulations).

In the event of a tie, Super over rule will be followed : Super over, each team nominates three batsmen and one bowler to play a one over "mini-match". Each side bats one over bowled by the one nominated opposition bowler. If the batting side lose two wickets, their innings is over. The side with the higher score from their over wins.

18) Playoff Games:

The T20 League champions will be decided through the play-off games. The top four teams at the end on the T20 league standing will play semi-finals and a final based on their ranking, i.e. (The number one team plays against number 4 and Number 2 against Number 3.)

Play-off Playing Rules

The Play-Off competition shall be played between the top four teams to determine the Champions and shall be played under the C&DCL Playing Rules, subject to the following:

Player's qualifications for participation in the Play-Offs are:

- i) Registered players of the team who have played at least 5 games for the same team will only be eligible to play in play-off games.
- ii) A floater or guest player is ineligible to play in the Play-Offs.
- iii) The lowest ranked team in the regular season will be always Home Team in Play-off.



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iv) Violation of rules will result in loss of the game(s).

19) Winner:

The prize money for championship winner is \$1000 and \$250 for runner-up team.

20) Finality of Decision

The finality of decision on the field would be of the Game Umpires. C&DCL Playing and Operating Rules shall apply for all other matters. The Executive Committee decision would be the final and acceptable to all parties.



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APPENDIX 1

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of Twenty20

Time

Net playing time available at start of the match	<u>160 minutes</u> (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C - (D + E)]	_____ (F)
Remaining playing time available (A - F)	_____ (G)

Overs and Fielding Restrictions

Overs in match [G / 4] round up fraction and +1 if necessary	_____ (H)
Max. overs per team [H / 2]	_____ (I)
Max. overs per bowler [I / 5]	_____ overs
Fielding restrictions [Refer to 41.2.6]	_____ overs
Fielding restrictions innings 1	_____ overs
Fielding restrictions innings 2	_____ overs

Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings [I x 4]	_____ (K)
Rescheduled cessation time [(J + K) - B]	_____
Length of interval	_____
Second session commencement time	_____ (L)
Rescheduled cessation time = (L + K)	_____



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APPENDIX 2

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of Twenty20

Time

Original cessation time of innings _____ (A)

Time at start of interruption _____ (B)

Restart time _____ (C)

Length of interruption [C – B] _____ (D)

Extra time available _____ (E)

Total playing time lost [D – E] _____ (F)

Amended cessation time of innings [A + E] _____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost [F / 4] ignore fractions _____ (I)

Adjusted maximum length of innings [H – I] _____ (J)

Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] _____ overs

Fielding restrictions [Refer to 41.2.6] _____ overs