



# Blacktown City & District Cricket Association

## Social T20 Competition Policies

## BC&DCA policies for social T20

### Unregistered players

- (a) Any team playing a person prior to registration, or otherwise unqualified, shall lose the match in which that person played, and their opponents shall receive the maximum number of points gained by any team in that division. The offending team shall not be awarded any points.
- (b) Unfinancial players shall not play with another club until they have become financial and produced a letter of clearance from their previous club/team.

### Substitute player

- (a) No player may play or substitute with more than one team in fixtures set down under the 20/20 Championships being played at the same time. Once the championship ended, the player can then participate in the subsequent championship either from the same team or a different team.
- (b) Any team using an ineligible player as a substitute may lose points gained for the match or matches in which an ineligible substitute was used. Points lost under this rule will be awarded to the opposition team. The player will also get a ban of 2 or more matches,

### Photo I.D. requirement

- (a) All players are required to turn up at the ground with Official Photo identification for their identification if required before or during the matches.
- (b) It will be the responsibility of the opposing Captain to identify every player prior to the start of play. Players arriving late to a match must report to the opposing captain before he can participate in the match. The umpires are not responsible to check Player ID cards unless a Captain is protesting a player's validity.
- (c) Players who are unable to produce their photo ID card when requested under sub-clause shall be permitted to play providing he/she can produce a legally acceptable form of photo ID. (Drivers Licence, Proof of Age Card, Passport, or other forms of photo identification issued by a Government agency, State or Federal) and provided that the player has been registered by a BCDCA-affiliated club/team and the Social Cricket Officer has approved the participation.
- (d) There will be no Protests or Disputes allowed on player identity unless an ID card check has preceded the match.

### Clearance - Transfer

Players desirous of transferring from one club/team to another cannot be transferred to another team if he has played a game with the first team in the middle of the championship. If he has not, he must produce a clearance from the club/team last played with and must obtain the approval of the Social Cricket Committee prior to playing with the different club/team.

### Fitness of grounds

- (a) No full round of competition is to be cancelled by the BC&DCA Inc. Decisions on the fitness of grounds rests with the captains of each team and in the event of their not agreeing then the umpire shall determine whether the ground is fit for play.
- (b) Social Cricket Officer will provide a list of alternate available grounds to which a match may be transferred if a ground is unplayable due to weather conditions or when so directed by the BC&DCA Inc.

### Forfeits

Teams must have at least seven (7) players present before play may commence. Late starts (more than 15 minutes) must be reported to the Honorary Social Cricket Officer. The Social Cricket Officer of the Association shall report all late starts to the Executive Committee who shall have the power to fine the offending club/team not less than ten dollars (\$10.00) and take any other action considered necessary, after investigation. Where a team cannot field the required number of players (7) 30 minutes after the match start time, the offending side shall forfeit the game to the non-offending team.

#### Forfeiting with an umpire

Where a team forfeits a match and officially appointed Umpires have been appointed to that match, then the team that is forfeiting shall be liable to pay all Umpire's fees. These fees shall be paid by the forfeiting team, within fourteen (14) days of the date of the forfeited match.

### Loss of Points

Any team which forfeits any match will have four (4) competition points deducted.

### Awarding of points

Competition Points shall be awarded as follows:

Win – 6 Points  
 Super Over Win – 6 Points  
 Loss – 0 Points  
 Tie – 3 Points  
 N/R – 3 Points  
 Cancelled – 0 Points  
 Bye – 0 Points

### Semi-finals, Third Place and Finals

At the end of the last series of matches the four leading teams shall meet each other in Semi-finals as follows: First versus fourth and second versus third. The winners of these Semi-finals will meet in Finals to decide the Champion. The two losing semi-finalists will play on the day of the final for third place. If there is a tie during the knockout rounds, super-overs will be played until there is a winner.

- (a) During all matches, including the knockouts, home grounds will be allocated by the Executive Committee. The home teams will be required to get the ground ready to play before the toss time. During the knockouts, the lower placed teams will be the home teams or as determined by the executive committee.
- (b) To be eligible to play in Semi-finals, third place and/or Finals, a player must have played in at least two (2) 20/20 matches with his team, prior to the Semi-finals in the same championship.
- (c) If a team does not play four or more of its regular matches due to wet weather, byes or forfeit by their opposition team the players only need to play one match to be eligible to play in the Semi-finals. The rule also applies to the third place and the final.
- (d) There will be two reserve weekends for moving the league matches unplayed due to inclement weather. However, to move a match to the reserved weekend, both teams must agree. If a single team disagrees with moving the match to the reserved weekend, the match will be treated as N/R.
- (e) There will be one reserve weekend for the semi-finals, third place and the finals. If unplayed due to inclement weather, the match/es will be rescheduled to the reserved weekend.
- (f) Where still no result is obtained in either or both Semi-finals, the team/s which has the highest position on the competition table immediately prior to the Semi-finals shall be declared the winner/s of the Semi-final/s.
- (g) Where no result is obtained in the third place and/or the Final, the third place and the finalist with the higher position on the competition table immediately prior to the Semi-finals shall be declared the Champions.
- (h) Officially appointed Umpires appointed by the BC&DCA for semi-finals, the third place and grand finals are given authority to call an end to a match if in their opinion there is a situation which makes it impossible to get an outright result.

### Division I, II and III leagues

The winners of individual championships, the runners-up and the third-place team will qualify for the Division I, II and III Champions League, respectively. The divisions will be played in all knockout format near the end of the summer season.

### Clothing regulation

- (a) All players taking part in competition matches shall wear coloured collared t-shirts (preferably same for all but this is not compulsory). No player will be allowed to play wearing shorts, sleeveless and slippers/sandals during the entire competition.
- (b) No metal spikes or cleats shall be worn on grounds where there are synthetic cricket wickets.
- (c) Players officiating as umpires are to wear a shirt. This does not include singlets or muscle shirts.
- (d) Enclosed footwear must be worn by players officiating as umpires. This does not include thongs, masseurs, or flip-flop sandals.

### Scorecard discrepancy

- (a) In all matches where a dispute on a match exists and a discrepancy appears in the scorecards, the scorecards shall be forwarded to the Executive Committee for a decision. In the event of an official Umpire being appointed to the match, then he shall forward the scorecard to the Honorary Social Cricket Officer of the Association. Where no official umpire is appointed the person officiating shall be regarded as the official umpire.
- (b) The Executive Committee will decide the winner of such match on the batting records of both books and, where they do not agree, the decision will be given on the bowling records of both books. Where neither agrees, the match will be decided by the Executive Committee, whose decision is final.

### Less than 11 players - Scorecard requirement

Where a team plays less than eleven (11) players and all available wickets have fallen, the scorecards shall record "NIL" against the names of absent players, and the ten (10) wickets shall be considered as fallen.

### Cricket balls - Approved

Only those balls approved by the BC&DCA Inc. shall be used, those being:

Kookaburra Crown 156g leather balls for white ball matches and Rocket indoor balls for yellow ball matches.

### Competition Rules - not covered - refer to MCC

All competition rules not covered in the preceding rules shall be according to the rules and by-laws of the M.C.C.

### Power of Committee

The social cricket committee will have the power to deal with any matters not embodied in the preceding rules.

### Captain playing a player under an assumed name

Any captain found guilty of playing a player under an assumed name will be suspended for a minimum of 4 matches.

### Player playing under an assumed name

Any player found guilty of playing under an assumed name will be suspended for a minimum of 4 matches.

### Breach of the code of Behaviour

Captains are required to submit a report for alleged breaches of the Code of Behaviour to the executive committee after the match if any. The issue will be referred to the BC&DCA's disciplinary committee for further action.

### Helmets - mandatory for those Under 18's

It is mandatory for all players **aged under 18 years of age on the 31st of August each season** to wear a helmet whilst batting, under all-weather circumstances and against all bowling types.

### Fielding restrictions for those Under 18's

#### Players u14

No player under the age of 14 years shall field within a 10-metre circle at the strikers' end, except for the wicketkeeper, offside slip and gully fieldsman.

#### Players u18

No player over 14 years of age and under **18 years of age** shall field within a 10-metre circle at the strikers' end, unless wearing the minimum protective equipment of helmet (with faceguard) and protector, except for wicketkeeper, offside slip and gully fieldsman.

#### Dead ball

If a fielder is in breach of (a) or (b) above, prior to the batsman striking the ball, the ball striking the batsman, or the ball passing the stumps, the umpire shall call and signal dead ball.

#### Helmets

In all matches, helmets must be always worn by **Under 18 years of age** wicketkeepers keeping up to the stumps; (i.e.- within 2 metres of the stumps).

### Captains' meetings – Not Compulsory

It is not compulsory for the captain of each team to attend captains' meetings but is strongly encouraged.

## Lighting strike - Procedure

If a lightning flash is followed by a thunderstorm less than 30 seconds later, play shall cease immediately. Play shall not resume until 30 minutes after any such flash of lightning.

## Maximum Players (bat and bowl)

### 12 Players a team

A maximum of 12 players may be nominated in each team submitted for a match

### 11 Batters and Bowlers

Any 11 players will be permitted to bat, and any 11 players permitted to bowl; late arrival penalties apply.

## Matches to continue under protest

In all instances where there is a dispute in a match for any reason, the game must continue under protest and the result will be decided by the BCDCA. Details of the protest **must** be reported to the executive committee in writing.

## MCC Rule 41.6 (New 23rd August 2017)

**MCC Law 41.16 as it is written will not apply to competitions played under the auspices of the BCDCA Inc.**

**The following rule will be used in BCDCA matches. (New 23rd August 2017)**

**The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over.**

**If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal the Dead ball as soon as possible.**

## MCC Rule 42 - not to apply (New 23rd August 2017)

**Law 42 of the M.C.C laws of cricket 2017 will not apply within competitions played under the auspices of the BCDCA Inc. (New 23rd August 2017)**

**Note:** This rule is regarding players being sent from the field for a period of time for various reasons. We do not have official umpires in every game which leaves this rule open to abuse.

## Player Umpiring

### Bye Umpires

Whenever a team has a bye within their round, they are required to send a minimum of 3 senior players (one player to each game - player MUST be over the age of 18) to 3 allocated games by the Social Cricket Officer. Failure to do so will result in the loss of 4 competition points per game a player does not attend.

If no team or official umpires for some reason, the teams are required to use batting team umpires (as umpires cannot be arranged at the last moment).

## Boundaries

Boundaries shall be set at sixty-five (65) metres from the stumps except where this is not practical

## MCC Law 9 High pitch full toss

Any delivery, including a slow-paced one, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed dangerous and unfair, whether it is likely to inflict physical injury on the striker. As soon as the bowler's end umpire decides that a delivery has been bowled under above, he shall call and signal No ball. When the ball is dead, he shall caution the bowler with a final warning, and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply throughout the innings. Should there be any further repetition by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to suspend the bowler forthwith and inform the other umpire of the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that inning.

## Other Policies

### Match format

Each match shall consist of one game of 20 overs. A new BC&DCA marked Kookaburra Crown for white ball matches or indoor Rocket ball for yellow ball matches (both provided) is to be used in each inning of the match. No change of format (e.g., T25) or ball (e.g., red ball) will be allowed. No balls are provided for the abandoned or cancelled matches OR if the competition is cancelled due to unavoidable circumstances.

### Grounds

The teams must use assigned grounds in the Blacktown Council area.

### Schedule

All schedules will be provided to captains beforehand. No change of schedule request will be entertained unless the teams can provide a valid and pressing reason and only if it is not affecting other teams' schedules. The team not turning up to the game will forfeit the game to the opponent team and the forfeiture rules as mentioned earlier apply.

### Timings

The toss timings are 8:45 am, 11:15 am and 12:45 pm for white ball matches and 7:15 am for yellow ball matches. The matches are to start 15 minutes after the toss. The two teams can choose to start playing earlier if the ground is available, however, penalties apply for late starts. For championships 1, 2 and 3, there is a grace period of 30 minutes for both toss and the match to start. For championships 4, 5 and 6, there is no grace period for toss but there is a grace period of 30 minutes for the match to start.

### Awards

There are awards for Man of the Matches, Man of the Series, Leading runs scorer, Leading wicket-taker, Best Strike Rate (among batsmen), Best Economy Rate (among bowlers), Runner up and the Winner in each championship. The cash prizes are after the two divisions. No awards are provided for the abandoned or cancelled matches OR if the competition is cancelled due to unavoidable circumstances.

### Squad strength

There is no limit to the number of players registered in the squad. However, there is a requirement for players to play a minimum number of games before the semi-finals to become eligible for the semi-finals, third place and the final as mentioned earlier.

### Code of Conduct

BC&DCA Code of Conduct has evolved to preserve the 'Spirit of Cricket' as enunciated in the preamble of the MCC's laws of the game (see below). BC&DCA strives to build a community where each member, participating player or supporter of whatever age, sexuality or ethnic background should feel at home and appreciated in their common pursuit of a sport they cherish. The laws of cricket embody the shared principles of respect for all participants, fairness, honesty, and integrity on and off the immediate field of play. Every member/participant of BC&DCA must uphold the values and reputation of the game of cricket.

1. The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. In case of a dispute only the team captain shall voice his concern to the umpires during or after the match. Captains will be representing the teams in case of a dispute on or off the field.
2. The umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to act where required. In the event of a player failing to comply with instructions by an umpire or criticizing by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the player's captain and instruct the latter to act.
3. The umpires are authorized to intervene in cases of time wasting, damaging the pitch, dangerous or unfair bowling, tampering with the ball, or any other action that they consider to be unfair.
4. The Spirit of the Game involves respect for opponents, team captains, umpires, and the game's traditional values.
5. It is against the Spirit of the Game to dispute an umpire's decision by word, action, or gesture, to direct abusive language towards an opponent or umpire, to indulge in cheating or any sharp practice, for instance, to appeal knowing that the batsman is not out, to advance towards an umpire aggressively when appealing or to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's side.
6. There are severe penalties for verbal or physical abuse inside or outside the playing fields. BC&DCA has zero-tolerance policies in such cases. Those penalties may include expulsion from the ongoing competition as well

as a permanent ban from future competitions for serious offences. If three players from a single team are expelled for violent behaviour, the entire team will be banned. The team Captain must make sure that this does not happen.

7. Verbal abuse constitutes abusive, hateful, or malignant language, behaviour, and actions.

It is essential that:

1. No player should attempt to usurp or undermine the authority of the captain.
2. Players should recognize that field placements are the prerogative of the captain in liaison with the Bowler and, if he chooses, after consulting with his Vice-Captain(s).
3. Players and supporters should recognize that praise and encouragement are far more effective in building confidence and improving performance than harsh criticism and ridicule.
4. No player or supporter should openly and loudly direct abuse or criticism at a player who has made an error or conveys their displeasure in a manner intended to be seen and/or heard.
5. All participants must behave professionally and should avoid abusive language/gestures/questioning umpires' decisions. The participants must also remember to treat opposition players with respect as well as have fun.
6. Players should never, in response to their own mistakes, seek 'scapegoats' by placing the blame on another player or an umpire.
7. Players and supporters should always demonstrate a high level of sportsmanship even in the face of intimidation.

Complaints about the behaviour of a member/player must be addressed to the BC&DCA's social cricket officer who will deal with it informally or if he feels it necessary, refer the matter to the executive committee for deliberation. The committee may then decide to speak to the member, write to him/her or, in extreme cases, expel the member from BC&DCA. Disciplinary problems are rare, and every member/player should be reassured that BC&DCA take utmost care while solving disputes/issues, in a timely, discreet, fair, and constructive manner as possible.

### Safety requirements

1. It is every team's responsibility to ensure that players have the correct equipment that is in good safe working order and take weather conditions into account when preparing to play matches.
2. It is every team's responsibility that players are sufficiently fit and healthy to participate in the tournament. If there is any doubt, we recommend that you seek medical advice beforehand.
3. For junior participants whose age is below 18 years on the match day, a higher duty of care exists and is the responsibility of the team's Captain. They must field as per the restrictions mentioned earlier.
4. If a player has a pre-existing injury, participating in a cricket activity could result in an exacerbation of that injury. It is strongly recommended for players with pre-existing injuries to not participate in matches.

### Team Umpires

All umpires must follow the Umpires' guidelines. It is recommended that all captains share this rule book with their team members and send only those boys for umpiring who have read and understood the guidelines thoroughly. It is expected that the team Umpires will be those players who are polite, cool-headed, give clear signals, stay firm on decisions, and most importantly love doing this job. In case of any rule not found in this rule book, MCC guidelines will be followed. Umpires' decisions shall remain FINAL.

### Use of information for organizing the competition and promotion

1. All teams must agree that the provided players' information can be stored and used by BC&DCA in connection with the organization, staging and administration of the competition.
2. All teams must agree that players' names, images and contact details can be used by BC&DCA for promotion and marketing and adding to a mailing list to keep them informed about future competitions.
3. BC&DCA will take all necessary steps to ensure that personal information or marketing information pertaining or relating to players which comes into their possession or control shall not be:
  - a. Used or reproduced in whole or in part in any form except for the purposes outlined in these conditions.
  - b. Disclosed to any person not authorized by the players to receive it; or
  - c. Altered, deleted, added to, or otherwise interfered with (except where expressly permitted by these conditions).
4. Photographs and Videos may be taken during the tournament. All teams agree to the publication of photographs and videos, and their broadcasts depicting their participation in the competition for future advertising and marketing purposes. This may include publishing competition pictures on the BC&DCA website, and Facebook, Twitter, Instagram, and similar social platforms.

### Playing across the championships

All championships are independent competitions. This means a player can participate in two or more teams across different championships simultaneously. He cannot participate in two teams within the same championship. However,



if his two or more teams qualify for the same division, he can play division matches from the team qualified first in that division. If his two or more teams qualify for different divisions, he can play division matches from all the qualified teams.

Also, a team can participate in two or more championship simultaneously. If the team qualifies for the same division twice, the team get to skip the first knockout during the same division phase. If the team qualifies for different divisions, the team get to play all the division phases that it qualified for.

### Indemnity clause

BC&DCA cannot be held accountable for any injuries happening during any of the games, loss or damage of any kind, financial loss, or loss of business, revenue, or goodwill. This 'no accountability' clause is also applicable for any adverse event that may take place outside the field before or after the matches. BC&DCA recognize the obligation to provide a safe environment for players, coaches, officials, and spectators. This obligation is shared with the local Government, Cricket Australia, and insurance authorities. BC&DCA promotes the use of protective equipment including helmets, padding and protectors during training events, and warm-up or competition matches. Alcohol consumption within public places and sporting fields during any of the matches is not allowed. All players are expected to take responsibility for their safety, behave responsibly and follow the set guidelines. This includes adhering to the rules and instructions provided by team coaches, umpires, and BC&DCA coordinators. By playing, the players acknowledge and understand the risk warnings mentioned in this rule book. BC&DCA reserves the right to change the number of matches, awards, cash prizes, competition format and playing requirements as and when necessary. BC&DCA is a not-for-profit organisation and hence cannot be held accountable if it decides to cut expenses due to a shortage of funds at any time. There are no refunds. Players, guests, and supporters are required to always adhere to the government and Cricket Australia Covid guidelines and procedures. This agreement shall be governed by Australian law, and the parties submit to the exclusive jurisdiction of the Australian courts. If any provision of the agreement is invalid or unenforceable, in whole or in part, the validity of the remainder shall not be affected. The agreement does not create, confer or purport to confer any benefit or right enforceable by any person not a party to it.



## Playing Rules – 20/20 Matches

### Playing Times

The schedule shall be provided by the Social Cricket Officer. The scheduled close of play is three hours and forty minutes after the commencement of play.

### Number of Overs

1. In a 20/20 fixture, each team shall bowl a maximum of twenty (20) overs and the team scoring the greater number of runs, irrespective of wickets lost, shall be declared the winner.
2. If there has been no time lost due to the condition of the pitch, ground, weather or light and should the team bowling first fail to bowl its allotted overs by 100 minutes after the commencement of play, then play shall continue until the full number of overs has been completed, provided that the team batting first shall not have been dismissed or declared its innings closed. The team then batting second shall be restricted to receive a maximum number of overs not exceeding the total number of overs (including the over in progress) as at 100 minutes after the commencement of play which had been bowled by them to the team batting first. The team batting second shall be entitled to receive those number of overs and play shall continue past the scheduled close of play provided that the team has not been dismissed or declared its innings closed beforehand. Should the latter be the case then play shall cease at the scheduled close of play.
3. Where an injury results in a loss of time during the innings of the team batting first the number of minutes lost due to the injury will be added to the cut-off time. Play shall then continue until the full number of overs has been completed, provided that the team batting first shall not have been dismissed or declared its innings closed. The team then batting second shall be restricted to receive a maximum number of overs not exceeding the total number of overs (including the over in progress) as at the re-calculated cut-off time which had been received by the team batting first. The team batting second shall be entitled to receive those number of overs and play shall continue past three hours forty minutes after the commencement of play provided that the team has not been dismissed or declared its innings closed beforehand. Should the latter be the case then play shall cease three hours forty minutes after the commencement of play.

### Inclement Weather

Where inclement weather interrupts the innings of the team batting first the time lost shall be shared equally between the teams as follows: Half the number of minutes of play lost shall be added to the time for completion of the innings of the team batting first. (For example - if 30 minutes of play is lost, the innings of the team batting first shall be extended by 15 minutes and must be completed by one hour and fifty-five minutes after the commencement of play). Play shall then continue until the re-calculated cut-off time or the completion of the maximum twenty (20) overs, provided that the team batting first shall not have been dismissed or declared its innings closed. The team then batting second shall be restricted to receive a maximum number of overs not exceeding the total number of overs (including the over in progress) as at the re-calculated cut-off time which had been received by the team batting first. The team batting second shall be entitled to receive those number of overs and play shall continue past the scheduled close of play provided that the team has not been dismissed or declared its innings closed beforehand. Should the latter be the case then play shall cease at the scheduled close of play

### Where inclement weather delays the start of play

The maximum overs shall be altered as follows: TIME LOST 1 to 8 minutes 19 overs, 8 to 16 minutes 18 overs, 16 to 24 minutes 17 overs, 24 to 32 minutes 16 overs, 32 to 40 minutes 15 overs, 40 to 48 minutes 14 overs, 48 to 56 minutes 13 overs, 56 minutes or longer 12 overs

### Late starts, apart from inclement weather

Up to 15 minutes after the proposed starting time shall reduce the match as follows: TIME LOST 1 to 8 minutes 19 overs, 8 to 16 minutes 18 overs. The match shall conclude at the time specified in the rules. The above calculation applies only where the START of play has been delayed and is not to be used where inclement weather interferes once play has commenced. If the calculation of overs drops below 10, (for whatever reason) the match will be considered a tie.

#### Over Rate

All 20/20 fixtures are based on a minimum overrate of fifteen (15) per hour, i.e., approximately four (4) minutes per over (hence 80 minutes). Extra 20 minutes are provided to teams to accommodate time loss during the game. For example, mid-inning breaks of 5 minutes. Teams are expected to bowl at or better than this rate and any serious departure from this rule could be considered under the rule of unfair play and dealt with accordingly by the Executive Committee.

#### Bowling Restrictions

There shall be a restriction on bowlers in all 20/20 matches as follows:

Max 4 Overs: In all 20/20 games a maximum of four (4) overs per bowler is allowed.

Failing to comply with this rule: Failure to comply with these restrictions may result in disciplinary action and/or loss of points

Injured Bowler: Where a bowler is injured and unable to complete an over, the over shall be completed immediately by another player, provided that a player shall not bowl two (2) overs or part thereof consecutively in one inning.

#### Other Bowling Regulations

1. Balls landing on the grass patch outside the pitch will be a No-Ball.
2. All No-Balls will be followed by a free hit.
3. The offside wide must be kept at a bat length from the middle stump and the ball is wide if outside the line, not over the line.
4. Anything on the leg side is wide.
5. The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker. If the Bowler does not announce the guard, then the umpire must ask for it. It is the umpire's responsibility to verify guard with the Bowler at the start of the over. No-Ball cannot be given if the bowler misses informing the guard. However, if the bowler fails to inform the umpire about the change of bowling side after a ball is bowled, then it will be a No-Ball.
6. If the bowler is bowling in continuance, he is not required to inform the guard unless he is changing the bowling side or going to bowl with the hand other than from the previous over.
7. Overstepping will be a NO-BALL. However, if the Bowler steps on the line with some part of the foot behind the line, then it is not a No-Ball. Even if the Bowler slides out of the line after landing or lifts his leg while delivering the ball or after delivering the ball, it does not count as NO-BALL as per ICC rule for overstepping. What matters is when the bowler landed his foot. What happens after that does not count as overstepping.
8. The bowler's back foot must land within and not touch the return crease to his stated mode of delivery. If the back foot is found touching the return crease, it is a No-Ball.
9. Field changes are not permitted for free hit deliveries unless the striker is changed. If the delivery for the free hit is not legitimate (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. 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 a wide ball. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.
10. The ball is dead if it pitches twice before reaching the batsman.
11. One Bouncer between Shoulder and Head (in batsman's normal batting stance) is permitted per over. If it is above the head, then it will be called a wide. If it is above the head and the batsman played it, then it will be a No-Ball. The second bouncer will be a No-Ball.
12. The wicketkeeper can also bowl. He need not field before bowling.
13. A player entering the field after staying off the field during a match must field for the same number of overs or to a maximum of 4 overs before he can bowl.
14. If a runner/s is/are gaining ground before the bowler's bowling action, the bowlers can run out the batsmen of the batting team after giving one warning to the batting team.

Batting Regulations

1. The matches are played following all MCC rules. This includes LBWs in all matches as well as runs for byes and leg byes.
2. Batsmen can object to the bowling action (chucking) of a bowler. The result of the just bowled ball stays. The umpire must then check the bowler's action and if found chucking must give one warning to the bowler and the opposition Captain. The subsequent chucking instance will be a No-ball and the bowler cannot bowl any further in that inning. The batting end umpires decision is final. The umpires are required to submit a report mentioning about it to the BCDCA executive committee after the match.
3. A batsman cannot take runs if the ball hits his body (except his wrist) when he has not attempted a shot.
4. A batsman cannot get a runner unless he is injured during the play. The runner cannot be granted to a batsman just because he is aged, fat, tired or dehydrated.
5. If a Player is Retired hurt due to injury during the play and leaves the field in the middle of an innings, he can come into bat at the fall of any wicket. However, if the player is Retired hurt OUT by his team, he can return to bat only if the opposition captain agrees.
6. A batsman is not required to field before he can bat. Hence, a 12th player who has not fielded at all can also open the innings. However, the player must be present on the field during the first inning else penalties for late arrival apply.
7. After every ball and at the end of the overs, batsmen must ensure that the ball is dead before leaving the crease. If the batsman leaves the crease while the ball is still in play, he risks the chance of getting run out. The umpire to decide if that ball was dead or not. His decision will be final and cannot be contested.
8. Irrespective of batmen crossed during a catch out, the incoming batsman will take a strike as per the new ICC guidelines.

Fielding Regulations

1. Maximum 5 fielders are allowed on the leg side irrespective of whether the bowler is bowling over or around the wicket. If the 6th fielder is placed (bowler & keeper excluded) then it's a No-Ball.
2. The first 6 overs (1 to 6) are mandatory power play overs. Teams can have only two fielders outside the inner circle in the first six overs. For overs 7 to 20, teams can have a maximum of 5 fielders outside the inner circle. While the ICC law only talks about the number of fielders outside the circle, it is mandatory to have a minimum of 4 players apart from the bowler and wicketkeeper present in the inner circle during the entire course of the game. (This is stated explicitly as sometimes a team playing with fewer players could face the scenario of what is important - the number inside or outside). If the rule is breached, then it's a No-Ball.
3. A substitute from the playing squad can field for a player, with the opposition Captain's approval. The substitute is not allowed to be the wicketkeeper and is not allowed to bat or bowl. Substitute can only field on behalf of one of the playing 12. If a team bring more than 12 players on the ground, the team must declare the name of substitute/s to the opposition Captains before the start of the match.
4. The keeper must catch the ball only after the ball has crossed the stumps. If he catches the ball in front of the stumps, it's a No-Ball.
5. Wicketkeepers are not required to inform the umpire or the batsman if coming up or moving away from the wickets.
6. The wicketkeeper cannot move sideways after the bowler has started his run-up. However, the wicketkeeper can have a reasonable movement forward or backward in anticipation of the length of the ball, but this must not account to him coming up to the wicket. If he breaks any of these rules, the umpire can call it a NO-BALL.
7. The wicketkeeper must not collect the ball in front of the wickets unless the ball has been played or has hit any part of batsman body or declared a dead ball by the umpire. His hands must also be behind the wicket until one of the above happens.
8. Overthrow runs scored will be added to the batsman's score. If there are overthrows during byes, then the overthrow runs are counted as byes.
9. If any part of the fielder's body touches or crosses the boundary while holding a ball then it is a six/four, as the case may be.

10. Water will be served to the batsmen only at the end of overs upon request from batsman to umpire unless the player is injured.
11. The player carrying drinks cannot enter the field without the umpire's permission and in the middle of the overs.
12. When there is no clear evidence of 4s or 6s (boundary dispute), the umpire can take the word from the nearest fielder from the boundary (It's a gentleman's game) since we do not have cameras. If the umpire feels that the fielder's call is not genuine then he can decide to reach the boundary himself and make a judgement. The umpire's decision is final.
13. During a run-out scenario, if one of the bails falls when the ball is live, then the batsman can be run out by dislodging the other bail. If both bails have fallen, then the fielder must uproot the stumps to claim run-out.
14. Any 11 players out of 12 can field anytime. However, the fielder must be changed at the end of an over and not during an over.
15. Players must not carry a mobile phone while they are on the field.
16. Players must wear dark colour t-shirts. While there are no restrictions on the colour of the bottoms, they cannot wear half and  $\frac{3}{4}$  trousers and jeans during the match. If found and when the opposition team objects to it, they must send him out of the field/not allow him to play.
17. All players must wear shoes while they are on the field. Players wearing Slippers and Sandals are not allowed.

#### Other Regulations

1. Any excessive appeal or harassment of umpires is strongly discouraged and may attract penalties. The umpires are to report such behaviour from the player/team to the executive committee. Umpires can suspend such player/s from the match.
2. The neutral/main umpire can overturn the leg umpire's decision whenever he deems it necessary.
3. If the ball is lost during the play or if it takes time to retrieve the ball from the boundary, then the umpire can call for a replacement with a ball of similar condition to the one that is lost.
4. Two balls are provided for each match. Teams must carry old balls to replace the lost or wet balls. If a betting team requests for a ball change because of genuine reasons such as wet conditions or the seam of the ball is broken, the umpires will take a call on it after inspecting the ball. When no umpires, such a request must be granted by the fielding team once. If the same request is made for the second time, the fielding team reserves the right to not grant it. If no spare ball is available, the match will continue with the same ball, how wet or damaged it may be.
5. Penalties for late arrival: If players reach the ground after the match has started, they are not allowed to bat or bowl for the same number of overs he was absent. He can field though. Please note the number of overs for penalties will be counted in whole numbers and not decimals. Also, the over being bowled will be a part of the penalty. For example, 5.1 overs mean 6 over penalty which will be applied from the start of a fresh over. The player will be considered present on the ground from the moment the umpire (or the opposition captain if no official or team's umpire) has been informed of his arrival. If not informed, the player will still be considered absent. Any player reaching the ground after the 10<sup>th</sup> over of the first inning, he is not allowed to bat or bowl but he can field in the match.
6. Since there are awards based on performance, such as leading run scorer, leading wicket-taker etc, teams need to score as accurate as possible. Any team found indulged in cheating will be disqualified from consideration for individual awards.
7. In case of any dispute, the BC&DCA executive committee's decision will be final.
8. Net Run Rate is calculated as follows  
(Cumulative Runs Scored/ cumulative Overs Faced) – (cumulative Runs Conceded / cumulative Overs Bowled)
9. In the case of a tie during knockouts, there will be a super over. In Super Over, each team will select three batsmen and one bowler from the playing eleven and there will be a match of one over between the teams, with only selected players who can bat or bowl. The rest of the team members can only field/wicketkeeping. A tie in the super over will be followed by another super over and so on until we have a winner. The batsman who got out in the previous super overs cannot bat in the subsequent super overs until all 11 are out once. Likewise, the same bowler cannot be used during subsequent super overs until all 11 have bowled.

10. The individual awards will be decided by the BC&DCA executive committee using the match data references from online scoring in PlayHQ.

End of Match

A game shall be considered a result when both sides are able to bat a minimum of 5 overs and the side batting second either passes the score or faces the same number of overs as the side batting first or the number of overs as suggested by Duckworth Lewis method in game interruption scenarios. Where a first innings/ Duckworth Lewis score has been obtained the match is concluded. The teams cannot choose to stop a match without a valid reason.