

# Box Hill Reporter District Cricket Association



## TWENTY20 COMPETITION MANUAL SEASON 2013/14



*Bulleen Templestowe CC – T20A Champions 2012/2013*

## *COMPETITION CONTACTS*

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## *COMPETITION DETAILS*

### Format

The BHRDCA Twenty 20 Competition consists of three grades of 8 teams. Each grade is divided into 2 pools of four teams. The teams are randomly allocated to a pool.

The teams in each pool play each other once in a round robin format over three matches. A standard ladder is maintained and at the conclusion of the round robin matches the top two teams in each pool play off in semi-finals. The winners of the semi-finals play off in the Grand Final.

The rules and playing conditions are based on the Cricket Victoria Statewide Twenty20 Cup competition manual.

### Dates

The following dates have been fixture for the Twenty 20 Competition:

Round 1:	November 19 <sup>th</sup> , 2013
Round 2:	December 3 <sup>rd</sup> , 2013
Round 3:	December 17 <sup>th</sup> , 2013
Semi-Final:	January 21 <sup>st</sup> , 2014
Grand Final	January 28 <sup>th</sup> , 2014

Competing clubs should mutually agree on a date that is suitable for both sides if a date or venue is unsuitable or unavailable. The home club should notify the BHRDCA Secretary prior to the shift of date or venue.

### Finals

The side finishing higher at the end of the round robin rounds shall host the final. The top side in each pool plays the second finalist in the other pool in the semi-finals.

### Player qualification

All players participating in the BHRDCA Twenty20 Competition must:

- be a registered, financial member of the club they are representing in the season of the competition, and
- have played a minimum of 2 matches in the current or previous seasons for the club. Permits can be provided for players new to the club.

Players participating in the final must have played at least one match in the preliminary rounds (1, 2 or 3).

Clubs with two or more teams in the T20 competition may be required to apply for a permit when dropping a grade. The closing time for permits is Monday 8:00 PM on the day before the scheduled match. The principle governing the selection of players to the T20 grades is the same for the senior competition; we would not expect to see a regular MS1 player selected for T20C without a sound reason on the permit.

As Premier Cricket and VSDCA players are generally ineligible to represent clubs in the Cricket Victoria Statewide Twenty20 Cup, BHRDCA will restrict the selection of such players to Under 21 players who are playing for their junior club. Standard permit conditions apply.

#### Match Balls

Orange Kookaburra balls only shall be used. BHRDCA branding is not required.

#### Equipment

The home team is required to supply stumps, bails, boundary markers and scoreboard. The home team should also supply drinks for the breaks. Stumps bearing coloured club or sponsors logos are permitted however orange colours are not recommended.

Coloured pads or pad covers are permitted so long as they are a club colour matched to the playing attire.

#### Uniform

Competing clubs may wear their regular cricket uniforms or may use coloured clothing (large sections of orange will not be allowed), provided all players are wearing the same playing attire. The sponsors brand marks and club logos must be in line with the BHRDCA uniform guidelines. Numbered playing shirts are permitted, the numbers do not count as advertising or logos.

#### Umpires

Umpires will be appointed to each match.

Umpires' fees shall be fixed at **\$60** each for two umpires or **\$80** if only one is appointed.

#### Scorers

Each team will need to provide a scorer. The BHRDCA supply scorebooks for participating teams.

#### Match Reports

The home team is required to submit the scores in accordance with the standard MyCricket reporting process. The away team confirms the match scores. Each team is required to enter their player statistics. Match scores need to be entered into MyCricket within 72 hours of the scheduled completion time of the match to avoid a fine.

#### Awards

The following awards will be presented at the conclusion of the Twenty20 Final in each grade.

- Winners medallions (x 13)
- BHRDCA Premiership Flag

Additional medallions may be purchased by the winning club through the BHRDCA Secretary.

## RULES AND PLAYING CONDITIONS

- 1) Playing Conditions
  - a) The Laws of Cricket (2000 Code 4th Edition 2010), as adopted by BHRDCA except as varied hereunder, shall apply.
  - b) Unless varied within these rules, the BHRDCA Senior Competition Rules apply.
- 2) Eligibility of Players
  - a) All participating players must be a registered, financial member of the club they are representing in the season of the competition, and have played a minimum of 2 matches in the current or previous seasons.
  - b) Clubs with two or more teams in the T20 competition may interchange players with a permit. The closing time for permits is Monday 8:00 PM on the day before the scheduled match. The principle governing the selection of players to the T20 grades is the same as for the senior competition. We would not expect to see a regular MS1 player selected for T20C without a sound reason on the permit.
  - c) Any player serving a suspension in any other BHRDCA or VMCU competition at the time of a scheduled Twenty20 match is ineligible.
  - d) Players participating in a Final match must have played at least one match in the previous rounds (Rounds 1, 2 or 3).
- 3) Duration of Match & Nomination of Teams
  - a) The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. Teams shall be 11 per side as nominated by the Captain
  - b) Before the toss for innings the Captain shall nominate his players. The nominations shall be in writing and may not thereafter be changed without the consent of the opposing Captain.
- 4) Hours of Play and Intervals
  - a) Hours of play are to be determined by the competing clubs. The scheduled start time is 5:30 PM
  - b) Intervals between innings shall be of 10 minutes duration. No drinks intervals are permitted except where required by the BHRDCA heat policy.
  - c) If no play is possible, or any of the matches are a tie or no result, a 'bowl out' may take place (refer Rule 6 for details).
- 5) Length of Innings
  - 1) Uninterrupted matches. Each team shall bat for 20 overs unless all out earlier. If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
  - 2) Delayed or interrupted matches. 5 overs per side constitutes a minimum match requirement
  - 3) If the side batting second receives less than 5 completed overs and no other result has been obtained, the match shall be drawn
- 6) Hours of Play and Intervals
  - a) When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. A tie, is equal runs, irrespective of wickets lost, refer 6.2.
  - b) Bowl-Out
    - i) In the event of a tie or no result, if circumstances permit (Umpires shall decide) a 'bowl-out' will be contested to achieve a result: five players from each side will bowl over-arm two deliveries each at a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on.
    - ii) The side which bowls down the wicket (as defined in Law 28.1) the most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis. If circumstances make a 'bowl-out' impossible the match shall be decided by the toss of a coin under the supervision of the Umpires.
    - iii) The following shall also apply in respect of 'bowl-outs':

- (1) The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval.
  - (2) If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team, i.e. if a wicket is achieved, it will not count.
  - (3) If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 nominated players. If the match has not started, the five cricketers to take part in the 'bowl-out' can be any five eligible, registered players from that club.
  - (4) Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- c) Inner Field Area Restriction
- i) Area of Restriction. The restricted area shall be the area around the pitch within semi-circles, one at each end, and straight lines, one on each side.
  - ii) Semi-Circles and Line Measurements. The radius of each semi-circle shall be 27.5 metres from the centre stump and the extremities of its base shall meet with the straight lines of pitch length, at points in line with the bowling crease.
  - iii) Marking of Area Limits. The limits of the restricted area shall be clearly marked by a white line or by discs. The discs shall be 30 in number and be fixed in place approximately 7 metres apart with one disc at each extremity of the bases of the semi-circles.
- d) Restrictions on the Placement of Fieldsmen. At the instant of delivery there shall not be more than five fieldsmen on the leg side. For the first 5 overs (1-5) of each innings, only two fieldsmen are permitted to be outside the field restriction circles. For the next 5 overs (6-10), only 3 fieldsmen, for the next 5 overs (11-15), only 4 fieldsmen and for the next 5 overs (16-20), only 5 fieldsmen.

In an interrupted match, the field-restrictions will apply as follows:

Length of Innings	2 Fielders Out	3 Fielders Out	4 Fielders Out	5 Fielders Out
Overs	Over Numbers	Over Numbers	Over Numbers	Over Numbers
20	1 – 5	6 – 10	11 – 15	16 – 20
19	1 – 4	5 – 9	10 – 14	15 – 19
18	1 – 3	4 – 8	9 – 13	14 – 18
17	1 – 2	3 – 7	8 – 12	13 – 17
16	1	2 – 6	7 – 11	12 – 16
15	-	1 – 5	6 – 10	11 – 15
14	-	1 – 4	5 – 9	10 – 14
13	-	1 – 3	4 – 8	9 – 13
12	-	1 – 2	3 – 7	8 – 12
11	-	1	2 – 6	7 – 11
10	-	-	1 – 5	6 – 10
9	-	-	1 – 4	5 – 9
8	-	-	1 – 3	4 – 8
7	-	-	1 – 2	3 – 7
6	-	-	1	2 – 6
5	-	-	-	1 – 5

## 7) Bowling

- a) Overs are to be bowled in 5-over blocks alternating between ends, ie. overs 1-5 are bowled from one end, then overs 6-10 are bowled from the other end, etc.
- b) At the end of each over, only the two batsmen and two umpires change ends. Apart from the normal field position changes, the fieldsmen only change after each five over block. At the end of each 5 over block, the umpires and batsmen remain at the same end.
- c) Each bowler will be restricted to a maximum of 4 overs per innings. Umpires will make appropriate adjustments for matches of reduced overs, based on the following table.

Length of Innings	Bowling Restriction
20	Maximum of 4 overs per bowler
19	Four bowlers can bowl 4 overs each, one bowler bowls 3 overs
18	Three bowlers can bowl 4 overs each, two bowlers bowl 3 overs
17	Two bowlers can bowl 4 overs each, three bowlers bowl 3 overs
16	One bowler can bowl 4 overs, four bowlers bowl 3 overs
15	Maximum of 3 overs per bowler
14	Four bowlers can bowl 3 overs each, one bowler bowls 2 overs
13	Three bowlers can bowl 3 overs each, two bowlers bowl 2 overs
12	Two bowlers can bowl 3 overs each, three bowlers bowl 2 overs
11	One bowler can bowl 3 overs, four bowlers bowl 2 overs
10	Maximum of 2 overs per bowler
9	Four bowlers can bowl 2 overs each, one bowler bowls 1 over
8	Three bowlers can bowl 2 overs each, two bowlers bowl 1 over
7	Two bowlers can bowl 2 overs each, three bowlers bowl 1 over
6	One bowler can bowl 2 overs, four bowlers bowl 1 over
5	Maximum of 1 over per bowler

- 8) Declarations
- a) The Captain of the batting side may not declare his innings closed at any time during the course of a match.
- 9) Free Hit after a Foot Fault No Ball
- a) The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
  - b) For any free hit, the striker can be dismissed only under the circumstance that apply for a no ball, even if the delivery for the free hit is called wide ball.
  - c) Field changes will only be permitted for free hit deliveries if a different batsman is on strike for the free hit delivery.
- 10) Law 31 – Timed Out
- a) Law 31 will apply. The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready near the boundary to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.
- 11) The Ball
- a) One new 2 piece orange Kookaburra Regulation ball shall be used for each innings.
- 12) Investigations, Disputes/Protests, Contrived Results, Appeals
- a) Committee of Management Investigations
    - i) The Committee of Management shall have power to investigate and adjudicate upon all matters arising out of, or in connection with, matches.
    - ii) If a member of the Committee of Management is a representative of a Club involved in an investigation, he shall cease to act on the Committee for the duration of the investigation.
  - b) Disputes/Protests
    - i) Any Club referring a dispute to the Committee of Management shall, within two days after the completion of the match in which the cause of disagreement has occurred, lodge a statement in writing of the matter in dispute, and shall also within the same time lodge a copy of such statement with the Secretary of the other affected Club.
  - c) Contrived Results
    - i) The Committee shall have power to investigate a game or the actions of the captains of the clubs or any players involved in a match if it suspects reasonably that the competing clubs with or without the assistance or collusion of any other person or club have colluded to contrive the result of a match. If the Committee decides to carry out an investigation it will conduct such inquiries as it sees fit and invite submissions about the match or the conduct of either captain or any player and will give any person the opportunity to be heard.

- ii) If the Committee finds that the Clubs, captains or players have colluded to contrive the outcome of a match the Committee may in its absolute discretion do one or more of the following:
  - (1) fine a club, captain or player;
  - (2) suspend a captain or player from playing in any match or matches;
  - (3) take any action it deems appropriate.

13) Conduct: Club Player Officials Members and Employees

- a) The standard BHRDCA Set Penalty System applies to the Twenty 20 Competition including the standard reporting procedure.