



BCMCL Twenty20 Cricket Rules

Except as varied hereunder, ICC T20 rules & MCC 2000, 2003 & 2008 laws shall apply.

Rules for junior players are mandatory!

LEAGUE RULES

1. All players will wear coloured uniforms & pads (no shorts). A team is allowed only one type of coloured uniform at any time on the field. Shirts should be 'tucked in'. Teams are encouraged to include 'BCMCL' logo on their shirts. These shirts may have the logo of their sponsors printed on the front. (Local rules if not in uniform apply).
2. The winner of each match will score 4 points. Loser scores '0'. 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 fee to club. (1 League umpire & 1 neutral team umpire per match)
If 'team' umpire is late – not present 15 mins. 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 coat, dark long pants & closed shoes. (Should be different from fielders).
3. Team lists (11 BCMCL registered players), Pre-match & Toss rules per BCMCL rules. The toss shall take place in the presence of at least one official umpire. Toss: 30 –15 mins before scheduled or rescheduled start – min. 8 players ready to play & in view of the umpires. If one team is late, the toss is awarded to team which has 8 players ready 15 mins. before the start.
The name of 1 BCMCL registered 12th man may be on the team list & shall be dressed in team uniform, but with jacket, if scoring or bringing drinks onto the field.
4. New League-approved **white** balls will be allowed - (In case a ball gets lost or badly discoloured, it may be replaced with a limited use ball - i.e. can still be polished by bowler). Out of shape, soft, non-shineable ball will not be allowed).
The captains will give the match ball & one extra 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. If a sightscreen is used, it will be black or dark in colour.
(Local late-start rules).
5. 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 mins. of delay.
If late team is sent into bat, the fielding restrictions are reduced according to overs left, but bowlers are still allowed maximums for 20 overs.
If late team is fielding, they will still bowl 20 overs in 80 mins. from late start time, but lose overs when batting (as above).



British Columbia Mainland Cricket League

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If after 30 minutes of scheduled or re-scheduled start, one side still does not have at least 8 players, the match is forfeit to the other team.

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 management after investigation).

6. 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.

PLAYING RULES

7. One innings & 20 six-ball overs max. per team.
(Local) 10 mins. break between innings & 20 mins. break between matches. 2 matches/day format may be used at any ground.
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. ICC T20 rules are used for any of the players who are absent or leave the field. (Same as ODI).
No drinks intervals are allowed, but individual drinks at edge of field or at fall of wicket are ok if not a delay of game. Anything else requires umpire's permission.
9. The next batsman must be ready at edge of field. He has 1 min. 30 secs. to be ready to face next ball. He will be 'timed-out' upon appeal by fielding side.
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.
Fielding equipment brought on the field must be worn/exchanged without delay of game. (Fielding Innings time will normally remain at 4 mins. per over).
10. Each side has 80 minutes to bowl 20 overs.
(Local) If after 80 minutes, play is still on due only to slow bowling rate – 6 runs shall be added to batting side total for every full 3 minutes over 80 minutes. (Same rule to apply in 2nd innings). (Umpires - don't count injuries, lost ball 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 mins. per over or if over allotted time, above penalty will apply).
The umpires shall inform the fielding captain re. available time. If 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.
11. (Local) If there is no official scorer, the team captains will agree on the score of the first batting innings.



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. Normal rules are used if a bowler cannot complete an over. Local BCMCL (ANY bouncer over shoulder = No ball) – no free bouncer at any time.

Note: After a foot fault No-Ball, whichever batsman is facing gets a free hit per ICC rules. During a free hit, a batsman can be out only per No-ball rules, even if free hit is called ‘wide’. No field changes are allowed for free-hit ball unless there is a different striker. Signal to scorers is – extend 1 arm up over head & move it in circular motion. If free-hit ball is a no-ball/wide, repeat procedure.

Call wides strictly – per ODI rules. (Note: A ball pitching/full toss outside the leg stump & missing a batsman on his leg side when standing in a normal batting position at the crease will be called ‘Wide’). The batsman’s leg side is determined as presented to bowler before the delivery. (Note: Batsman cannot create a wide).

13. Max. 5 fielders on Leg side at any time. Only the 30 yd circle area is used for fielder restrictions. The following fielding restrictions apply to first 6 overs of full innings of both innings & per chart below. Max. 2 fielders outside (ODI) 30 yd area. For overs (7 – 20) max. 5 fielders outside 30 yd area.

(Local) For teams with less than 11 fielders, 30 yd circle must be filled first. For example; if 9 fielders – none outside 30 yd circle for 1st 6 overs. From (7 – 20 overs) max. 3 outside 30 yds.

If a delay takes place during an over & all FROs have been used upon restart of match, there will be no fielder restrictions for the remaining deliveries of that over.

(Sq. leg umpire will call & signal ‘No ball’ for fielder violations). Head umpire must relay signal to scorers.

14. ICC Reduced overs: (For both teams). (Use closest whole Nos. if interruptions).

Total overs:	Field restriction overs(FROs)	Total overs:	FROs
5 – 8	2	15 – 18	5
9 – 11	3	19 – 20	6
12 – 14	4		

15. Weather/exceptional delays will mean a loss of 1 over per 8 full minutes loss of playing time from each team, during the 1st innings & 1 over per 4 full minutes loss of play during the 2nd innings. (The rate is 15 overs per hour per ICC).

The Duckworth-Lewis method is to be applied to weather-shortened innings from 5 – 19 overs for either side, where a target score is reqd. or a match result is reqd.

16. 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 the 1st innings, the umpires will wait at least 120 minutes & decide whether a minimum match is possible.



(LOCAL) IF STILL NOT POSSIBLE, A BOWL-OUT WILL TAKE PLACE. (Umpires must ensure that there is adequate time for bowl-outs.

ALL MATCHES MUST HAVE A RESULT. IF SCORES ARE TIED (irrespective of number of wickets lost) at the end of full match or D – L match, a bowl-out will decide result. (Note: ICC uses a one-over 'eliminator for ties. 3 batsmen vs 1 bowler til 2 out. Team batting 2nd, bats first. etc).

Bowl-out per former ICC rules (abbreviated here)

Capt. will give umpire list of 5 bowlers (in order) to bowl toward stumps at one end.

All practicing must finish before a toss. Winner will select end & bowl 1st or 2nd. Bowlers from each team will alternate.

Captain, wicket-keeper & 5 bowlers from each team shall stand at mid-wicket & extra-cover. No one else is allowed on field.

Umpires will approve balls before delivery.

The team with the most number of hits on the stumps after 5 deliveries from each side is the winner. If still tied, continue with same players, until 1 team has more hits after the same number of deliveries. (Ex; 8 deliveries per team – one team has 5 hits & other 4 hits – 5 hits win the match).

Bowling order may be changed but umpires must ensure that no one bowls again until all 5 bowlers have bowled. If a bowler is injured during the bowl-out, he may be replaced by another new name from the team list.

The wicket-keeper must stand back from stumps.

Umpires will record 'hits'. Hits are signaled as 'outs'. (for umpires' use)

All 'throws', underarm action & foot-faults will be called No-balls & will be considered a miss & not retaken.

The umpires' decision shall be final re. fairness of delivery & result of bowl-out.