

Twenty20 Rules / Guidelines 2014

Twenty20 CUP Rules

- All games shall start from 10:00 am. A penalty of 1 over will be applied after 10:10 am for every 5 minutes late.
- Each innings will be of 20 overs with 4 overs max per each bowler.
- Every team wears approved same color clothes mandatory for playing T20 games
- Only white balls provided by SCA EC will be used, it is teams responsibility to collect game ball for their game from SCA EC.
- All ICC T20 rules will be applied unless otherwise stated
- Only foot fault NO-Ball is free hit
- Players cannot change team after playing one game for any team. No transfer allowed.
- This is not complete rules document, new rules will be added as per need during the tournament.

- Every team is expected to follow tournament rules, failure to comply will automatically forfeit the team's further participation in T20 competition.
- Team captain is responsible for behavior of the team. If any player found violating rules, players and also captain can be penalized monetary.
- All teams need to scan and upload score sheet to SCA website latest by Thursday of the game week, failure to do can get monetary and/or points penalty.
- SCA will provide one Umpire, batting team will provide leg-umpire.
- Umpiring fees will be \$60 to be paid by visiting team. Home team pays for ground.
- There will be only 1 power play for first 6 overs with maximum of 2 players outside 30 yards circle.
- After power play Maximum 4 players will be allowed outside 30 yards during the game. This will be in accordance with ICC new rule.

- Winning team gets 2 point and loosing team 0 point. Washout or incomplete game will split 1 point each. There will be no rescheduling of the game games beyond scheduled weekend.
- If teams have same number of points in league style games, the qualification of playoff will be decided based on following.
 - Head-Head results will be taken from Winter T20 league games for winner to go into playoffs.
 - If teams have not played / washed out each other earlier in the tournament, then team with maximum wins will move up.
 - If we have same number of wins for teams then EC makes a final call of winner for playoffs.
- All T20 league games will not be reschedule due to rain or any reasons. For rain washed out games both team will split 1 point each. It is the responsibility of both teams to update umpire in event of game cancellation else umpiring fees should be paid.

Game Rules

- In case of a game tie, "Super Over" will be used.
 - A **Super Over** sometimes referred to as an "Eliminator" is one of two extra overs in a Twenty20 cricket match when the regular match ends in a tie. Instead of equally dividing the points between the two participating teams, the winning team of the "Super Overs" takes all the points.
 - At the end of a tied regular match and before the Super Over, each team nominates three batsmen and a bowler. The team that scores the most runs in their Super Over is the winner of the match.
 - If the scores in the Super Over are tied, the match is won by the team that has scored the most 6s in their innings.

- In case of a rain or incomplete game, a "Run Index" will be taken into account to decide the winner. This rule will be applied only when one side completes their full batting and the second side completes 50% of overs (example: minimum 10 overs of batting in a 20 overs game)

Here is how the run index is calculated. The team with the higher run index will be the winner with 2 points.

$$RI = (\text{Runs Made} / \text{No of overs played}) + (\text{Wkts from against team} / 10)$$

- Team shall not use loud religious slogans to celebrate wickets or victory. Let's play in the spirit of the game. If anyone wants to remember God, please remember in silence.

Playoff Qualification Rule

- Any player must play minimum 3 winter league games for that team in current season to qualify playing for playoffs.
- Washout / forfeited games will not be considered as game qualification for playoffs

Awards:

Winner of Playoffs	:	\$600
Runners of Playoffs	:	\$400
Best Batsman in Playoffs	:	\$100
Best Bowler in Playoffs	:	\$100

Umpire [roles & responsibilities]

- Umpire and team Captains should report the ground 15 min earlier
- Umpires should toss 5 minutes before the match start time & clarify boundaries with Captains.
- Umpires should fill the player names and initials in score sheets after the toss and verify the identity of playing eleven.
- Umpire should allow max late by exactly 5 min past the match time. Let's Say match is scheduled at 10:00 AM. Late time starts at 10:10 AM. If match doesn't start on time, Umpire should penalize team which is late. For 5 min, 1 over will be deducted from total 20 overs. If the team is late by 1 hour, they loose the game.
- If both teams are late, umpire has full rights to go reduced over.
- Maximum 15 min break should be given between the innings, NO drinks break during innings.
- While both teams should tally scores frequently, its umpire responsibility of keeping the score and resolve any inconsistencies in scoring and number of overs bowled by each player.
- Umpire should monitor discipline (foul words, bad behavior should be reported to EC). If things go beyond control, umpire can stop the game and report the matter to SCA EC.