

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 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 winner. This rule will be applied only when one side complete their full batting and second side completes 50% of overs (example minimum 10 overs of batting in 20 overs game)
Here is how run index is calculated. Team with higher run index will be winner with 2 points.
RI = (Runs Made / No of overs played) + (Wkts from against team /10)
- Team shall not use loud religious slogans to celebrate wickets or victory. Lets play in the sprit 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.