



**BALLARAT CRICKET ASSOCIATION**  
**SENIOR & JUNIOR**  
**'In-Season' T20 RULES & PLAYING CONDITIONS**  
**SEASON 2017/18**



Updated December 11, 2016

# RULES FOR BALLARAT CRICKET T20 COMPETITIONS

The following abbreviations will be found throughout these rules:

BCA – The Ballarat Cricket Association.

## RULE 1 PLAYING CONDITIONS

### 1.1 LAWS OF CRICKET

The MCC Laws of Cricket (2017 Code) shall apply to all BCA matches, except as hereinafter modified. The following Laws of Cricket will not be adopted by the Ballarat Cricket Association:

Laws: 2.6, 18.6, 42 in respect only to clauses relevant to 5 penalty runs when no official BCUA Umpire is standing and in all matches, for the mandatory reporting of Captains (Seniors) and Coaches (Juniors).

- 1.2 The [Senior BCA Rules and Playing Conditions](#) and [Junior BCA Rules and Playing Conditions](#) are to be adhered to as relevant unless outlined in this document.
- 1.3 The number of balls per over in Junior matches shall be considered the same as regular playing conditions EXCEPT FOR the final over of each innings where all wides and no balls shall be re-bowled.
- 1.4 Junior Batting restrictions -       16U to retire at 40 runs  
  14U to retire at 30 runs

## RULE 2 DURATION OF MATCH & NOMINATION OF TEAMS

- 2.1 The matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.
- 2.2 Before the toss for innings the Captain shall nominate their players. The nominations shall be in writing and may not thereafter be changed without the consent of the opposing Captain.

## RULE 3 HOURS OF PLAY AND INTERVALS

- 3.1 Hours of play and scheduled days to be determined by the Pennant Committee.
- 3.2 Intervals between innings shall be 10 minutes in duration. No drinks intervals are permitted.

## RULE 4 LENGTH OF INNINGS

- 4.1 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.
- 4.2 Delayed or Interrupted Matches
- (a) Minimum Overs  
In the event of a delayed or interrupted match a minimum number of 5 overs per side shall constitute a match. In this case the calculations, subsequent over reductions and consequential actions detailed below shall determine the result of the match.
- (b) Reduction of Overs  
If the first side's innings is delayed or interrupted the Umpires shall reduce the maximum overs by one for each full seven minutes of the aggregate time lost. If the reduction calculation results in fewer than 5 overs the match is to be deemed a 'DRAW'.
- (c) Teams receiving equal overs  
When there is no interruption after play has commenced and when both sides have had the opportunity to bat for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. The result will be a tie, irrespective of wickets lost, if the same number of runs have been scored.
- (d) Team batting second receiving less overs than team batting first  
If a team batting second does not receive the same amount of overs as the team batting first and a result cannot be achieved, the match is to be deemed a 'DRAW'.

## RULE 5 THE RESULT

- 5.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner.

**Senior Matches - The match shall cease when a result has been achieved.**

**Junior Matches - Both teams are to bat their full allocated overs regardless of a result being achieved.**

A tie is equal runs irrespective of wickets lost and the result determined by a 'BOWL-OFF'.

### 5.2 BOWL-OFF

In the event of a tie, if circumstances (outdoors or indoors) permit (Umpires shall decide) a 'bowl-off' 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 as per normal playing conditions 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, and then the second bowler from Team A will bowl two deliveries, and so on.

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-off' impossible the match shall be determined as a DRAW.

The following shall also apply in respect of 'bowl-offs':

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.

If a bowler bowls a 'no ball' it will count as one of their two deliveries but will not count towards the score of the team, i.e. if a wicket is achieved, it will not count.

The five cricketers to take part in the 'bowl-off' must be selected from the original nominated players on the team sheets.

Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

### 5.2 INNER FIELD RESTRICTIONS

#### 5.2.1 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.

#### 5.2.2 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.

#### 5.2.3 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.

### 5.3 Restrictions on the Placement of Fielders

(a) At the instant of delivery there shall not be more than five fieldsmen on the leg side.

(b) For the first 5 overs (1-5) of each innings only two fieldsmen, 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 are permitted to be outside the field restriction circles.

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

FIELDERS OUT OF CIRCLE				
	2 Out	3 Out	4 Out	5 Out
MATCH OVERS	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	1-5	6-10
9	-	-	1-4	5-9
8	-	-	1-3	4-8
7	-	-	1-2	3-7
6	-	-	-	2-6
5	-	-	-	1-5

## RULE 6 BOWLING

- 6.1 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.
- 6.2 At the end of each over, only the two batters 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 batters remain at the same end.
- 6.3 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	
Overs	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, two bowlers bowl 3 overs
17	Two bowlers can bowl 4 overs, 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 bowls 2 overs
12	Two bowlers can bowl 3 overs each, three bowlers bowls 2 overs
11	One bowler can bowl 3 overs each, four bowlers bowls 2 overs
10	Maximum of 2 overs per bowler
9	Four bowlers can bowl 2 overs each, one bowlers bowls 1 over
8	Three bowlers can bowl 2 overs each, two bowlers bowls 1 over
7	Two bowlers can bowl 2 overs each, three bowlers bowls 1 over
6	One bowler can bowl 2 overs each, four bowlers bowls 1 over
5	Maximum of 1 over per bowler

## RULE 7 DECLARATIONS

The Captain of the batting side may not declare their innings closed at any time during the course of a match.

## **RULE 8 FREE HIT AFTER FRONT FOOT FAULT NO BALL**

- 8.1 The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter 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 batter is facing it.
- 8.2 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.
- 8.3 Field changes will only be permitted for free hit deliveries if a different batter is on strike for the free hit delivery.

## **RULE 9 LAW 31 - TIMED OUT**

- 9.1 Law 31 will apply. The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready near the boundary to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

## **RULE 10 THE BALL**

Approved Cricket Balls for T20 matches are as follows:

Exclusively Kookaburra Balls, stamped with BCA Logo

First XI and Second XI - Four (4) piece **WHITE** balls – Kookaburra Regulation

All other Senior Grades - Two (2) piece **RED** balls – Kookaburra Tuf Pitch.

All Junior Grades - Two (2) piece **ORANGE** balls – Kookaburra Tuf Pitch (or available Kooka ball).